

THE LOST EPISODES OF

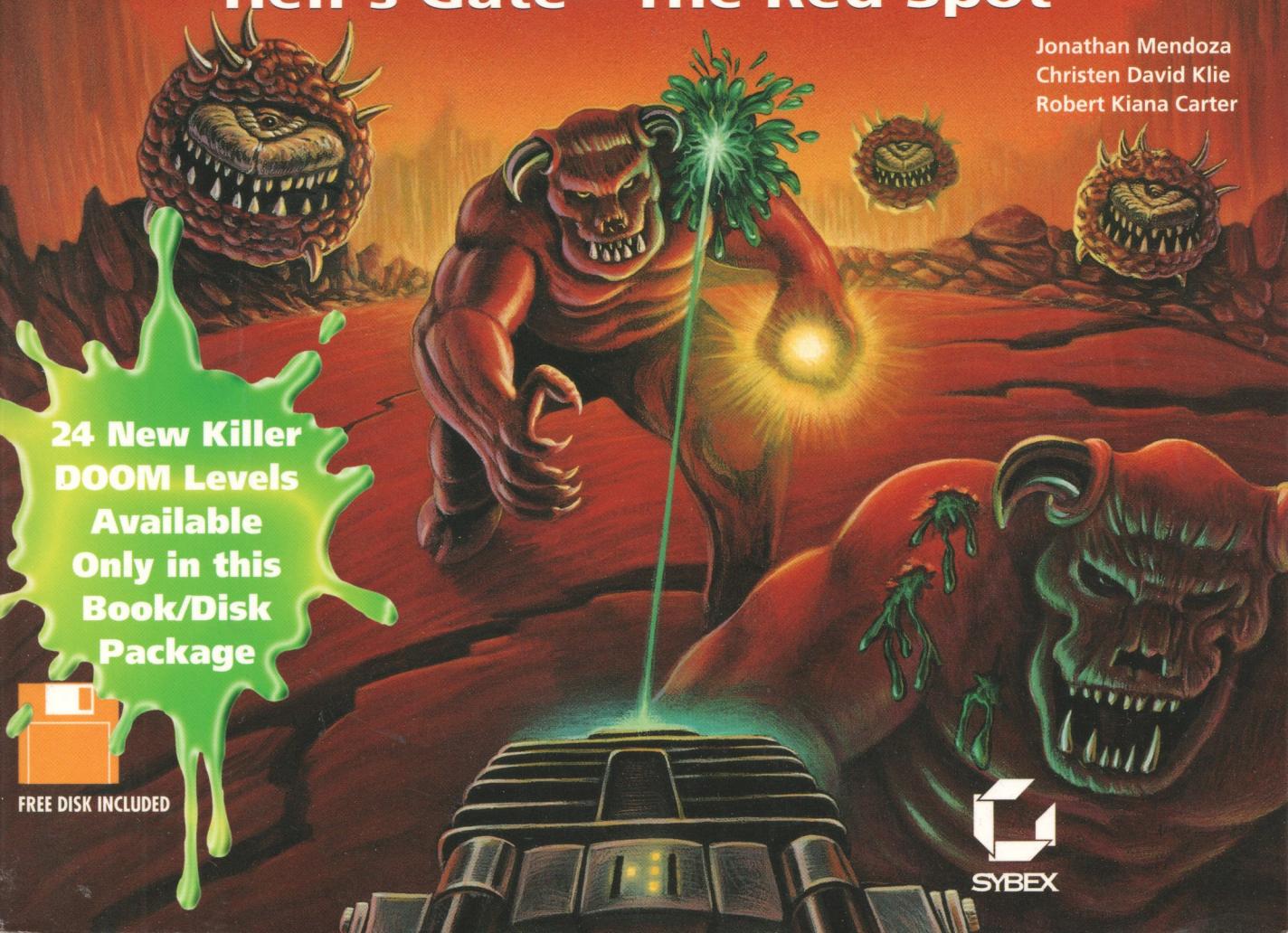


Massacre on Callisto The Killing Fields of Io Hell's Gate—The Red Spot

24 New Killer
DOOM Levels
Available
Only in this
Book/Disk
Package



Jonathan Mendoza
Christen David Klie
Robert Kiana Carter



SYBEX

Monsters and What It Takes to Off Them

Monster	Minimum Shots
Baron of Hell	5 rockets, or 50 plasma blasts, or 1 BFG blast
Cacodemon	2 rockets, or 3-5 plasma blasts
Cyberdemon	20 rockets, or 200 plasma blasts, or 4 BFG blasts
Demon	2-3 shotgun blasts
Former Human	1 bullet
Former Human Sergeant	1 bullet, or 1 shotgun blast
Imp	5 bullets, or 2-3 shotgun blasts
Lost Soul	2 shotgun blasts, or use chaingun
Specter	2-3 shotgun blasts
Spider Mastermind	15 rockets, or 150 plasma blasts, or 3 BFG blasts

Special Keys in Doom

Key	Function	Key	Function
F1	"Read This"	↑, ↓	Moves you forward, backward
F2	Save Game	←, →	Turns you left, right
F3	Load Game	Alt plus ←, →	Sidestep
F4	Sound Volume	Shift plus ↑, ↓, ←, →	Speeds your movement
F5	Graphics Detail	Ctrl	Fires your weapon
F6	"Quick Save" (overwrite)	Spacebar	Opens doors
F7	End Game	Esc	Shows menu
F8	Identify Objects	Pause	Pause the action
F9	"Quick Load"	Tab	Automap on/off
F10	Quit DOOM	F11	"Gamma" Level (contrast)



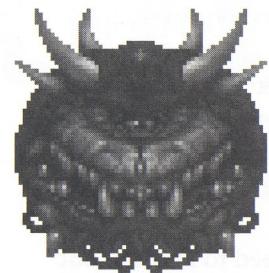
Spider Mastermind



Lost Soul

Former Human

Former Human
Sergeant



Cacodemon



Imp



Demon



Cyberdemon

Key to the Maps

Code Weapon

BFG BFG 9000

CG Chaingun

CS Chainsaw

PG, PR Plasma Gun

RL Rocket Launcher

SG Shotgun

Code Power-up

BP Backpack

BS Berserk Pack

CA Combat Armor

CM Computer Level Map

IN Invisibility Blur

IV Invulnerability Blur

LG Light Amplification Goggles

Code Building Feature

 Secret Door

RS Radiation Suit

 Trigger

SA Security Armor

 Switch

rc, rs Red Card, Red Skull Key

 Platform

bc, bs Blue Card, Blue Skull Key

 Teleporter

SS Soul Sphere

yc, ys Yellow Card, Yellow Skull Key

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THE LOST EPISODES OF DOOM™

JONATHON MENDOZA
CHRISTEN DAVID KLINE
ROBERT KIANA CARTER



SAN FRANCISCO

PARIS

DÜSSELDORF

SOEST

Acquisitions Editor: Kristine Plachy

Developmental Editor: Gary Masters

Editor: Neil Edde

Technical Editor: David Hendee

Book Designer: Ingrid Owen

Page Layout/Desktop Specialist: Alissa Feinberg

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To the Muses, whose whispers I always long to hear.

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—Jonathan Mendoza

(Internet: mao@tenet.edu; CompuServe: 73771,1637)

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—Christen David Klie (CompuServe: 74767,3615)

Special thanks to my wife for her patience while playing Deathmatch with me into the wee hours of the morning. Additional thanks to the creators of DEU, BSP, and, of course, Doom, without which none of this would have been possible in the first place.

—Robert Kiana Carter (BobME@aol.com)

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INTRODUCTION

The Lost Episodes of Doom is a fantastic collection of missions created by Chris Klie and Bob Carter, two Doom aficionados who typify the hardcore Doom-monger element among us (with perhaps a little too much time on his hands). But what exactly is Doom? Funny you should ask.

Unless you've been totally incommunicado—or have spent some serious flatline time under a rock—you're probably a Doom player yourself or know someone who raves about it. For the uninitiated, Doom is the center gem on id Software's bejeweled crown. A lightning fast, virtual-reality, computer action/strategy game, Doom has captured the imagination of the public like no other game in known history. The reason for Doom's phenomenal success? Simple: Doom is a dazzling game of violence and intelligence. Doom immerses you into a stark, futuristic, magical, and dangerous universe. It makes you the protagonist in the ultimate battle to save humanity from evil alien infiltrators.

Among the praise bestowed on Doom, a prominent trade magazine declared it the best computer game of all time. Anyone who has traveled through Doom's treacherous-yet-alluring virtual worlds will find it hard to take issue with this bold, seemingly arrogant assertion. But it's true. The driving technology behind the Doom phenomenon is its unparalleled 3-D engine. It renders interactive realities with eerie realism. Many enthusiasts have devised ways to harness the engine's power to create alternate Doom levels.

Until recently, no one besides a few close friends and creditors had heard of Chris Klie and Bob Carter. With the publication of this tome, their well-deserved reputations will be set in stone. More importantly, however, we all get a chance to experience their marvelous Doom level installations and imaginative constructions, which, incidentally, take place in two Jovian moons and in Jupiter's Red Spot.

MINIMUM EQUIPMENT

To run *The Lost Episodes of Doom*, you need a registered version of Doom (1.2 or higher), a PC or compatible 386DX or better with at least 4 megabytes of RAM, a VGA graphics card, and a hard disk drive. The makers recommend a 486 or better, a mouse or joystick, and a Sound Blaster

Pro sound card (or fully compatible). To play The Lost Episodes of Doom over a network, it must use the IPX protocol.

Besides adequate hardware, you must also have a probing, analytical mind, feline reflexes, a mighty large love for life, and an unusually high tolerance for pain and violence. Definitely not for the faint-of-heart, The Lost Episodes of Doom drops you on a futuristic virtual landscape, fraught with dare and mined with danger.

THE LOST EPISODES OF DOOM: THE STORYLINE IN A CAPSULE

You're the lone occupant aboard a utilitarian deep space probe returning to Earth. Your six-month reconnaissance mission of the outer Solar System is over and you're finally headed back home.

Lying motionless, seemingly lifeless, in the cryogenic glass and metal chamber, you resemble a techno-mummy in display. Only the readouts and blinking panel lights reveal there is indeed a heartbeat, though its rate crawls at a tenth of its normal resting state. When you put your head down in the comfy cushion of the cryogenic chamber and took a deep, prolonged breath, you knew two months would pass before you would open your eyes again, at which time you would be approaching the lunar space station. "Then I'm headed for the mountains," you told yourself, giving in to the overwhelming feeling of elation induced by the chambers' gases. But fate had other plans for you.

As your probe enters the large nether region between Mars and Jupiter, coming within a few thousand miles from the asteroid belt, the navigation system eases the ship into a complete stop. A chain reaction of commands and subroutines restores breathable air in the cabin. Meanwhile, the chemicals in the chamber self-adjust to normalize your metabolism.

N O T E

The disk included with this book contains the Lost Levels of Doom as a WAD file. In layman's terms, a WAD file is simply a file with all the information Doom needs to create the various buildings, installations, and inhabitants. Normally, Doom runs with its own WAD file, which resides in the Doom directory. To play The Lost Episodes of Doom, you will have to run Doom with a special command. If you don't know how to do it, don't worry. The Installation section in Chapter 8 explains it well.

As consciousness returns and the clouds of deep sleep begin to dissipate, you see yourself headed for the mountains. But you're still dreaming. Any premature feeling of euphoria is swiftly squelched as the seal of the cryo-chamber breaks open. The high-pitched shrill you hear is an unmistakable distress code signal.

Moving with the characteristic stiffness of one whose body has just been awakened from suspended animation, you move to the console to find the source of the transmission that caused the ship to stop. Much to your amazement, there are two incoming signals. One is from the scientific Martian outpost in Phobos. The other signal beckons from the smaller facilities on Io, the outermost moon of Jupiter. You immediately think of the Anomalies and wonder whether the United Aerospace Corporation's experiments with inter-dimensional space travel are to blame for whatever's happened.

Before embarking on your long scientific mission, you pleaded with UAC's board to postpone human experiments until more studies could answer basic questions about the Anomalies. But the giant conglomerate could not wait. The Anomalies were the single most important scientific discovery of the century. Apparent ruptures in the fabric of time/space, the Anomalies opened the possibility of instant space travel. This was of great interest to UAC and not only for scientific reasons. Potential for profitable military, industrial, and commercial applications was immeasurable. UAC moved quickly to set up bases in Phobos and Deimos, the twin Martian moons, where the Anomalies were first discovered.

Many scientists, who, like you, had also voiced their opposition to UAC's experiments, were quickly "relocated" to other projects. A good number of your colleagues wound up on Io and Callisto, Jupiter's outermost and innermost moons, respectively. After confirming the location of the transmissions, you only hesitate for an instant as you ponder what you should do. You know there is a large contingent of Marines on Mars. Surely they have already mobilized to help Phobos. Io and Callisto, on the other hand, only count with marginal military support. In the blink of an eye, your mind is made up. Though science is your main interest, you've been a Marine before. You know how to fight.

Your hunch about the Anomalies, as you will find out soon enough, is dead on. The gateways have become completely unstable. The human subjects who dared to jump through are emerging as blood-thirsty killers. But even more disturbing, a host of interdimensional creatures are also materializing in our universe. No one in Mars, Phobos, or Deimos could imagine that the interdimensional aliens were also materializing in Jupiter's moons. But then again, no one could possibly know that Jupiter's Red Spot was the largest gateway to Hell in the entire Solar system.

With a last click on the keyboard, the course for Io is set. You don't know what evil awaits you, but you're sure the mountains of Earth will have to wait just a little bit longer.

WHY WOULD ANYONE WANT THIS BOOK?

This book is as close to a Lost Episodes of Doom bible as anyone could get without being totally sacrilegious. This good book will greatly enhance the quality of the time you spend in the horrifying, yet strangely compelling realm of the Lost Episode installations. This book humbly attempts to capture the spirit of Sun Tzu's words:

“... only one who is thoroughly acquainted with the evils of war can thoroughly understand the profitable way of carrying it on.”

These words reverberate strongly even today, more than 2500 years after they were first spoken by the legendary Chinese philosopher. In the following pages you will find a wealth of useful information, including detailed accounts and descriptions, blueprint maps and ideal routes, strategies, and stratagems. Every installation secret will be revealed unto your unbelieving eyes. This book speaks to both the wily, seasoned Doom veteran and to the impressionable babe in arms. It teaches you the beauty of the art of war as found in The Lost Episodes of Doom. This book is more than a roadmap to The Killing Fields of Io or a companion guide to the Massacre on Callisto. It is your reference and constant companion, even as you enter the dreaded Hell's Gate: The Red Spot.

Together we'll step through the dimensional gateway and explore the terrifying virtual landscape that Chris Klie and Bob Carter concocted for us. Chris and Bob's Escheresque architectural designs are as awe inspiring as they are whimsical, sophisticated, and deadly. As with Doom, one of the most enthralling aspects of The Lost Episodes of Doom is solving the three-dimensional puzzle you inhabit. To shake off any initial jitters, we've arranged a mixer where you get to size up the gruesome opposition early on.

WHAT THIS BOOK COVERS

This book covers all technical and strategic aspects for playing The Lost Episodes of Doom. It takes you from your first wobbly steps in your new surroundings and stays with you through epic battles across installations in Io, Callisto, and in Jupiter's Red Spot, the gateway to Hell itself. The book covers everything from the most elemental single player action to a Deathmatch scenario with up to four players in a network. The latter chapters include straight-up information on game installation, network setup and configuration, troubleshooting, cheating, and add-ons. In 90s terms, this book is about personal empowerment to triumph over The Lost Episodes of Doom.

The Lost Episodes of Doom consists of three parts:

- Part One: Boot Camp
- Part Two: Time to Kick Butt
- Part Three: The Lost Episodes of Doom After Hours

Part One: Boot Camp

In three short chapters, Boot Camp puts you through a lean regimen of discipline and learning. Doom pros might feel, and rightly so, that this is something they can dispense with. But for others, a refresher course might be in order. In Chapter 1 you get a brief and educational tour of the first installation in Callisto, the UAC Spaceport. This is your chance to learn the basics of moving about in your new virtual world. The Intelligence Briefing in Chapter 2 tells you about the general scheme of the game, teaches you how to use the Doom menu, and lets you size

up your enemies and get acquainted with your weapons. You also learn to read the status bar, and pick up important strategy points. (Again, seasoned Doom players may choose to skip over this section.) Finally, Chapter 3 sets the stage for the battles that lie ahead. It describes, in wide brushstrokes, what you can expect to see in the various missions. Most importantly, it tells you how to read and interpret installation blueprints.

Part Two: Time to Kick Butt

If nothing in Part One is new to you and you can't wait to plunge right into the action, go to this section immediately. Part Two is the reference you should consult whenever you have questions about any Lost Episodes of Doom level. Chapters 4, 5, and 6 systematically and methodically catalog the three Lost Episodes of Doom, Massacre on Callisto, The Killing Fields of Io, and Hells Gate: The Red Spot. Look up any episode and mission and get instant advice: what's the best route to take, what beneficial artifacts and weapons you can expect to find, and how to deal with some of the trickiest, nail-biting situations. For every mission, you will also find a detailed walkthrough of all installation secrets.

For each level in The Lost Episodes of Doom, we've also included a highlighted *Designer Notes* section, where the level creators, Chris Klie and Bob Carter, present insights into the painstaking task of building Doom levels with the Doom Editor Utility and Binary Source Partitioner.

Part Three: The Lost Episodes of Doom After Hours

The chapters in this section explore some extracurricular aspects of the game. Chapter 7 covers MultiPlayer mode setup and the new operative rules. Chapter 8, on installation and troubleshooting, is intended to anticipate and resolve potential problems that you may encounter with Doom. Frustrated beginners and seasoned veterans alike could find the cheat codes and command-line parameters in Chapter 9 very tempting. And finally, Chapter 10 provides tips for maximizing the potential of the Doom Editor Utility and Binary Source Partitioner, both included on the attached diskette, as well as a compendium of resources for possible Doom add-ons.

IN DEFENSE OF CRUELTY TO PIXELS

Our society's fascination with controversial issues is nothing new. Lately, much has been pontificated about our increasingly turbulent culture and its insidious addiction to all things violent. From Saturday morning cartoons to Hollywood blockbusters, the recurring theme and selling point is one of fast action and violence—the more intense and graphic the violence, the better.

Some public sectors and social scientists find much of our popular entertainment rather objectionable on philosophical and moral grounds. They espouse the belief that repeated exposure to violence desensitizes and engenders more of the same. This view is not without merit. But its conclusion is debatable.

The type of violence perpetrated by id Software and other companies, is contained within the vacuum of a screen monitor. And it is limited to animating pixels. The action depicted in *The Lost Episodes of Doom* might be viewed unfavorably by some. Satanic, demonic, and hellish motifs are rather abundant and adorn much of the architecture. There are occasional sights of mangled, bloody, charred, and otherwise indisposed bodies. If this is not your idea of fun, you are under no obligation to witness it.

In a pluralistic system such as ours, polarities are bound to appear around perceived core moral issues. Regardless of anyone's position on the question of values, society, and violence, one thing is clear: subjective judgments cannot be forced on everyone. Only you, and you alone (possibly with the advice of your priest and physician), know what you might deem offensive. With all the major crises, tragedies, and real issues erupting in our planet every day, it is fascinating to know there are concerned individuals whose call it is to speak out against cruelty to pixels.

PART ONE

**BOOT
CAMP**

GETTING YOUR
FEET WET
(OR YOUR
BUTT KICKED)

ONE

This chapter is the quickest way to get you familiar with Doom's basic controls and elemental maneuvers. In a few moments, you will step inside the UAC Spaceport, the first mission in the Massacre In Callisto episode. During this brief tour, you will learn such fundamentals as walking, running, turning, sidestepping, and shooting. Also, you'll get to pick up some essential tips and general strategy. Before you start your tour, however, take a few minutes to get familiar with the tools that allow you to access the world of Doom.

USING THE DOOM MENU

To start The Lost Episodes of Doom, change to the DOOM directory within DOS, type **JUPITER**, and press ↲ (the Enter key). The **JUPITER** prompt starts a batch file that carries out the **Doom -file jptr_v40.wad** command. (Don't start the game from within Windows—if you do you'll encounter problems caused by insufficient memory.) If you haven't yet installed the Lost Episodes of Doom, refer to Chapter 8 in this book. If the game is installed correctly, you will see the initial Doom screen. A demo will then start automatically. If you haven't played The Lost Episodes of Doom before, it is a good idea to sit back for a minute and watch the action unfold.

To bring up the Doom menu (Figure 1.1) while the demo is running, press the spacebar.

The skull to the left of the options is your selection cursor. When you activate a menu selection, you could be led to a submenu of additional options. To get back to the original menu, press Backspace. To exit the menu completely, press Esc.

The rest of this topic section discusses each menu option, its function, and its keyboard equivalent, if it has one.

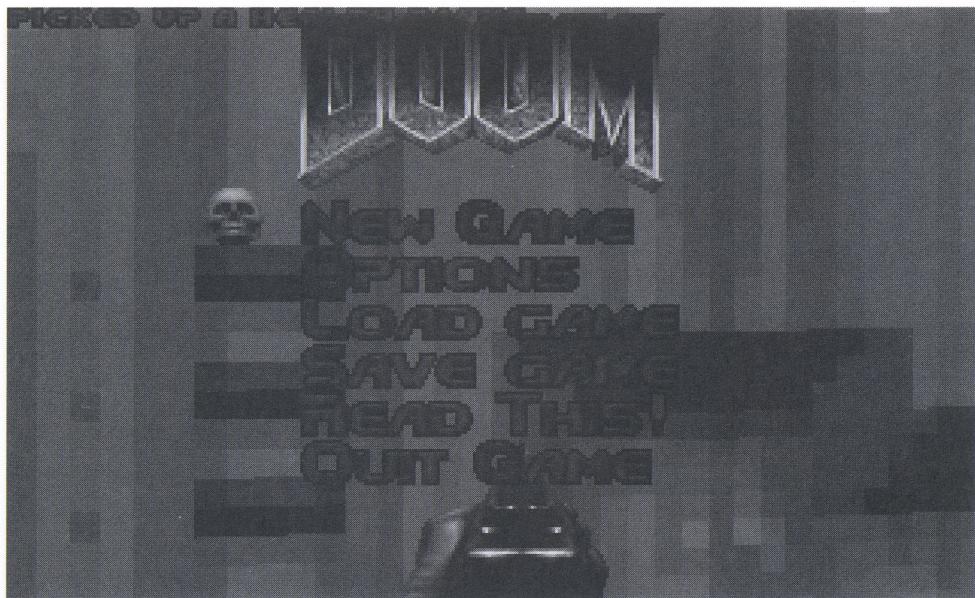


FIGURE 1.1 The Doom menu

New Game

Select New Game whenever you want to initiate the action. After choosing New Game, you get to choose which of the lost episodes of Doom you would like to play. Your options are shown in Figure 1.2.

The last menu to appear before the game begins is the Skill Level menu, as shown in Figure 1.3. Here's where you have to ask yourself just how tough you really are.

Options

The Options menu lets you control various aspects of the game. You can change these options now or come back to them later in the game as your needs and preferences become evident. (To get to this screen while in the middle of a game, press Esc to display the main menu, then choose Options).

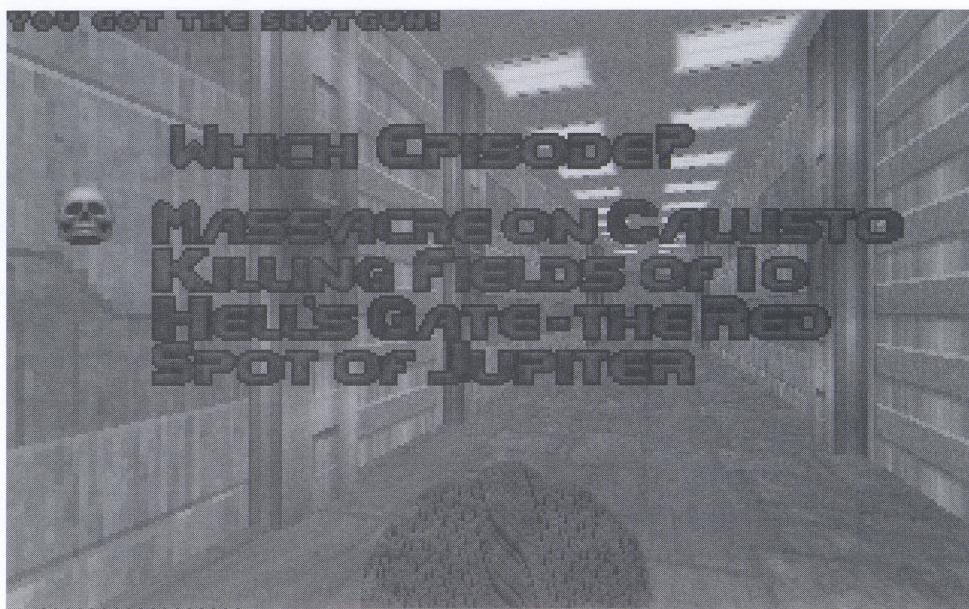


FIGURE 1.2 *The Lost Episodes of Doom* menu

End Game (F7) This selection stops the game you've been playing. End Game does not take you to DOS. It leaves you in The Lost Episodes of Doom, so you can make additional selections.

Messages (F8) Any time you pick up an object in The Lost Episodes of Doom (weapons, Medikits, ammo, and other aids and gadgets), you see a message on the upper left corner about the object you grabbed. Select this option to toggle between Messages On or Messages Off.

Graphic Detail (F5) Doom gives you two selections for graphics: high and low. The default setting is high. With slower machines and video cards, switch to low graphics if the action seems jerky.

Screen Size [+] and [-] Select this option and then slide the switch below it to increase or decrease the game viewing area. (You can also simply press + or - while playing the game for the same results.) On slower systems, decreasing the viewing area may improve smoothness and animation quality.

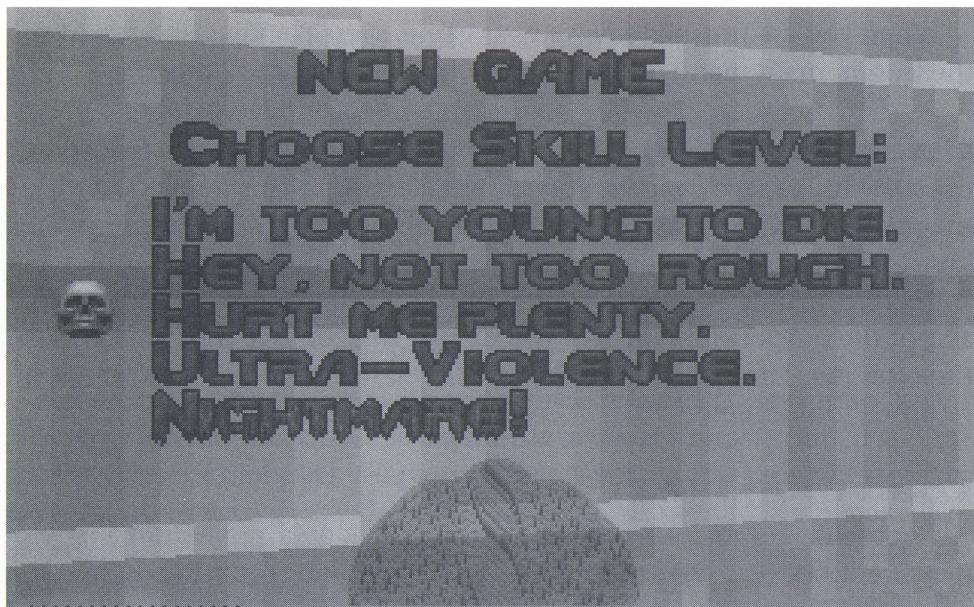


FIGURE 1.3 The Doom Skill Level menu

Mouse Sensitivity This option lets you fine-tune the sensitivity of your mouse control.

Sound Volume (F4) This option takes you to a submenu where you can adjust the levels of the music and sound effects (SFX) independently.

Save Game (F2) When you use this option, your present load of weapons and ammo, your health status, your armor status, and your current position are all saved automatically. The purpose of Save Game is to allow you to pick up a game at a certain point rather than at the very beginning.

After selecting **Save Game**, you get to type a name for it. Notice that you can save up to six games. These could be six different situations in your current game or from any other levels. The important thing to remember is that you can only save a total of six games. (You can, of course, save over any previously saved games also.)

When you are finished saving your game, press Backspace to return to the Doom main menu or press Esc or ↲ to return to the action.

Quick Save (F6) If you are playing a game that you loaded from the list of saved games, you can update the situation reflected in that game by “Quick Saving.” Note that this *overwrites* the previously saved situation. When you press F6 you will be prompted with something like “Quick Save over your Game UAC SPACEPORT?” Type **Y** to accept the quick save; type **N** if you do not wish to save the game at this time (or, more importantly, with this name). In either case, you are then returned to the game.

Load Game (F3)

Choose this option anytime you want to pick up a game from a particular episode and level that you saved beforehand. You will see the list of up to six games that you saved earlier.

Select the game you want. Then press Backspace to return to the main menu, or Esc to leave the menu.

Read This

Choose **Read This** to get brief instructions for playing and getting around in Doom.

Quit Game (F10)

Select this option to leave The Lost Episodes of Doom altogether and get back to the mundane world of DOS.

MOVING ABOUT

Before taking complete control of the game, get acquainted with the basics for mastering your movement. You can use:

- The keyboard alone
- The keyboard and the mouse

- A joystick alone
- A joystick and the keyboard
- A trackball
- A pad device (like the Gravis gamepad)

More first-time players have a mouse, so I'll only discuss the keyboard and mouse combinations here.

The Keyboard Alone

Many people like sticking with the keyboard because they are so used to typing. Controlling the action with the keyboard only is fine. It's mainly a case of plopping your right hand down on the cursor keys, with your thumb hovering over the Shift, Ctrl, and Alt keys. Many people like to use their left hand for pressing Shift, Alt, and the spacebar. The keys involved are listed below.

↑	Moves you forward.
↓	Moves you backward.
←	Turns you left.
→	Turns you right.
Alt plus ← or →	Lets you sidestep.
Shift plus any of the above	Speeds your turning, sidestepping, or running.
Spacebar	Opens doors. (Some doors require you to possess a key or security card of a certain color before they will open.)
Ctrl	Fires your weapon.

The main disadvantage of using only the keyboard is that you may lack the precision and speed that you can achieve with the mouse or a trackball.

The Mouse and the Keyboard

There are two main reasons why many power players prefer the mouse and keyboard combination: one, you get consistent direction and response from the keys; two, you can use the mouse for quick bursts of movement—very useful for really fast turns. By the way, a three-button mouse is highly recommended. The Doom menu lets you assign the Go Forward, Fire, and Sidestep functions to different buttons on your mouse. Here is the default setup for a three-button mouse.

Primary Button	Fire weapon
Middle Button	Sidestep
Third Button	Go forward (Double-click to open a door.)

To use the mouse alone, just hold down the Go Forward or Sidestep button and move the mouse in the direction you want to go.

To use the mouse with the keyboard, do the same, but take advantage of the extra capabilities of the keyboard as well.

The main disadvantage of using a mouse with the keyboard is that it takes some practice to achieve good control. Also, because the mouse lets you turn very fast, you may easily turn too far. But when you have mastered it, the keyboard/mouse combination is really hard to beat.

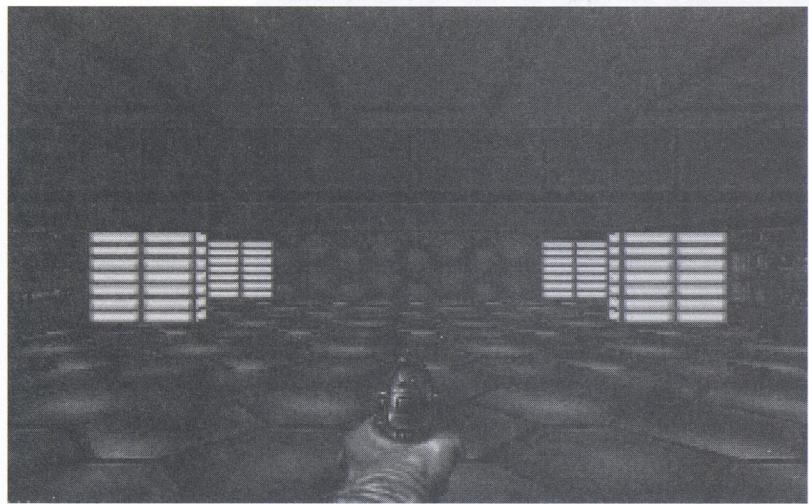
LET THE TOUR BEGIN

We have taken the liberty of reserving you a place on a brief but educational tour inside the UAC Spaceport. By no means is this exercise mandatory. However, if you are new to the realm of Doom and The Lost Episodes of Doom, then you might stand to benefit immensely. Take the short tour to get acquainted with your new virtual environment and to feel comfortable with the controls and basic maneuvers.

After starting the Lost Episodes of Doom, press any key to bring up the Doom main menu. Move the skull cursor to **New Game** with your mouse, keyboard, or joystick and press ↴. The next screen shows the menu for The Lost Episodes of Doom as shown earlier in Figure 1.2.

Choose Massacre on Callisto and press \downarrow . Finally, from the skill level menu, choose **Hey, Not Too Rough** and press \downarrow .

After a few seconds, you will find yourself in a hallway flanked by three banks of computer walls on either side. Each computer panel is



separated from the next by a narrow wall divider that doubles up as a light source. Take a couple of steps forward by pressing \uparrow .

Standing near the center of the room, do a complete 360° turn by pressing either \rightarrow or \leftarrow . Notice that there is a switch along the south wall. Walk backwards to your originating spot by pressing \downarrow . When your back hits the wall, turn to your

right and head directly for the computer panel ahead. It is in reality a secret door that opens when you stand in front of it and press Spacebar. Step inside the enclosure and grab the yellow security card. To grab any item or weapon, all you have to do is walk over it.

Go back to the hallway, but resist the temptation to press the switch along the south wall for a moment. Instead, run to the north end of the hallway by pressing Shift and \uparrow together. Then grab the box of shells by the northwest computer panel. Notice the Status Bar as you reach for the shells. First, your mug sports a big grin. Second, you should see 20 shells added to the weapon counter on the rightmost panel of the Status Bar. (The Status Bar informs you of how your health and ammo are holding up. We'll discuss the Status Bar near the end of the next chapter.)

Use the space and temporary privacy in the sealed hallway to practice your moves. Turn left, then right. Get used to pressing Shift along with any of the cursor keys to speed up your movement. Get comfortable running forwards, backwards, and sideways.

TURN AROUND—QUICK!

Here's how to use a keyboard/mouse combination to make a really fast 180° turn so you can shoot at what's behind you. Place your hand over the mouse as you normally do. With your other hand over the keyboard, position your fingers so you can press \leftarrow or \rightarrow and Shift at the same time. (Naturally, you want to press the cursor key corresponding to the direction you want to turn.) Meanwhile, with a sweeping motion of the mouse, trace a quick right or left curve. For a right 180° turn, start with the mouse at 12 o'clock and trace a clockwise semicircle finishing at 6. Conversely, for a left 180° turn, start at 12 o'clock, trace a counterclockwise semicircle finishing at 6.

Be ready to release the keys and cease mouse movement as soon as you complete your turn.

It is very important, especially early on, to develop a good *sidestep* technique. One good exercise is to face either the east or west wall and sidestep all the way across the room; then sidestep back in the other direction. Add the element of speed by pressing Shift along with Alt and \leftarrow or \rightarrow . Sidestepping is extremely useful when moving down corridors with sharp turns. Rather than making the turn always facing forward, approach the turn by sidestepping in a peek-a-boo sort of way. In this manner you have a wider perspective around the corner, which is good, for you never know who or what may be lurking there.

Strafing is a variant of sidestepping, where you step sideways to avoid an oncoming projectile as you fire your weapon continuously, keeping your sights on the enemy. A simple way to strafe is to press Shift and Alt and Ctrl plus either \leftarrow or \rightarrow , then quickly release all keys and press them all over again, but this time with the cursor key for the opposite direction. This turns your vertical axis so you keep the enemy within your sights.

Continue trying out various control calisthenics inside the safety of the hallway. Expect to stumble at first. It takes a bit of practice to coordinate your movements and develop good timing. Eventually, it becomes second nature.

CIRCLING YOUR PREY

Another technique that will come in handy later is circling around an enemy as you keep your weapon pointed at him.

To practice circling, stand near the center of the hallway and pretend there is an object directly to the left or right of you. While pressing and holding down Shift for this entire maneuver, press ↑ to step forward a stride or two (or more, depending on how tight you want to make the circle), then press ← or → (depending on the direction of your turn) to turn your axis slightly toward the center. Then press ↑ again to move forward a few more strides and then → or ← to turn again, and just keep repeating the process.

To run in circles while keeping your weapon pointed at the center requires you to modify the above procedure with the addition of the Alt key. Again, pretend you have a target, but this time, right in front of you. (Press the Shift key for the entire duration of this maneuver.) Press Alt along with ← or →, depending on the direction of your circle. After a couple of strides, release the Alt key briefly as you turn your body's vertical axis to face the center (the imaginary target) by pressing the cursor key for the opposite direction. Then start again.

Our tour is officially over. Go and explore the rest of this introductory installation if you like. It offers plenty of nice surprises, including a Security Armor, a shotgun, an Invulnerability Blur, and a chaingun. You'll find out about all such items, and many more, in the next chapter.

INTELLIGENCE BRIEFING

T W O

This chapter lays out the nuts and bolts of playing The Lost Episodes of Doom. In the following pages you will get acquainted with all the important stuff:

- The general scheme of the game
- Your enemies
- Your weapons and powerups
- The Status Bar
- Fight skills and strategies for solo and multiplayer modes

If, in addition to the above, you want to know about initiation procedures and new operative rules for MultiPlayer mode, then refer to Chapter 7. For information about specific episodes and levels, refer to the chapters in Part Two.

WHAT CAN I EXPECT IN THE LOST EPISODES OF DOOM?

The Lost Episodes of Doom takes place in three stages. Each stage, or *episode*, requires you to find your way through a maze of obstacles and hidden passageways inhabited by bloodthirsty monsters. You'll start out on Callisto, at the UAC Spaceport. This is the first of eight official missions in the first episode, Massacre On Callisto. If you make it to the end of this episode, you get to travel to Io, Jupiter's innermost moon. Eight more grueling missions await you in The Killing Fields of Io. Finally, the

NOTE

"Episodes" and "levels" are to Doom what "acts" and "scenes" are to Shakespeare. (In case you were wondering.)

most rugged and virtuous among us gets to experience eight unforgettable missions in the last episode, Hell's Gate: The Red Spot.

NOTE

You can use "cheat codes" to get past the more difficult moments in the game. For information on cheating, see Chapter 9.

In each of these episodes you'll have to deal with monsters in various settings, from maze-like buildings to featureless terrain that offers no place to hide. These settings are called *levels*, because the idea is that you can only get to the next level by succeeding at the earlier ones. (In fact, you

can jump directly into any level you want, but you get the idea.)

Many levels have both indoor and outdoor areas that offer a series of complex scenarios. And all the while, you must battle fiendish monsters, uncover secret doors and passageways, pick up valuable weapons, and grab precious ammunition and other critical supplies. Your ultimate goal at each level is to find your way to the exit. This is the only way to advance to the next level in the sequence without cheating.

SIZING UP YOUR ADVERSARIES

It would be foolish to enter the battle field without a clear idea as to who your enemies are and what makes them tick. The more you know about your opponents, the better you can counter their strengths and exploit their weaknesses. Unless you have played *Doom*, you will find the caliber of your rivals unlike anything you've faced before.

Former Human Some of these guys were your fellow grunts at one point. Why, some of them might even owe you money. You might have thought they were lost to the gateways—the stupid fools. But



they're back. And there's no reasoning with them. Former Humans are hell-bent on dragging you down and seriously pounding on you. You can usually dispose of a Former Human with a single bullet through a vital area. Of all your enemies, Former Humans are the slowest and least powerful. But never underestimate them. They fire real bullets and they hurt real good.

Depending on where you get hit, you will experience a slight decline in your health and armor from 1 to 15 percent.

Former Human Sergeant These guys make the Former Humans look docile by comparison. Former Human Sergeants are really, really tough. They might have been human at some point, but now they're more beastly than anyone you care to know.



Funny how they resemble sergeants you once knew and hated. Funny how you still hate them. Depending on how well you aim, you can normally stop a Former Human Sergeant with a solid shotgun blast or a single bullet in the chest or head. Former Human Sergeants are faster and more persistent than mere Former Humans. It must be the rank. If you get hit by a shotgun shell from a Former Human Sergeant, you will sustain a health and armor decline in the range of 9 to 45 percent.

Imp No, this is not your mischievous little devil with a fork and pointy arrow tail. Imps are bad news. An encounter with one or more Imps is never pleasant. Imps can tear you apart with their razor-sharp claws, shaving off anywhere from 3 to 24 percent of your health and armor. They are also able to heave scorching fireballs guaranteed to sear and sizzle, burning off 3 to 24 percent. You'd better have a good sidestep technique to avoid being toasted. Like a Former Human Sergeant, an Imp can be picked off with single shotgun blast—if it is placed squarely in its mouth. When shooting an Imp from a distance, two or three good hits with a shotgun is about what it takes. Taking down an Imp with a handgun requires about five well-placed shots. Imps aren't exactly speedsters, but their jerky motions and fireball heaving powers make them fearsome opponents.



Demon Picture a shaved gorilla with horns and saw-like teeth. Now make him dumb and strong as a Mack truck. There you have it. That's a Demon. The stampeding charge of a Demon and its cruel bite make this dude particularly deadly. A single chomp can reduce your health and armor

by a good 4 to 40 percent. The preferred method for dealing with these nasty creatures, especially at close quarters, is to be equipped with a hungry chainsaw.



Getting close to a Demon under any other circumstances spells suicide. If your aim is really good and the distance is reasonable, you should be able to put Demons away with two or three shotgun shells. Fighting a Demon with a handgun is never recommended.

You'll just piss him off even more. Demons are the fastest of the biped creatures you will encounter. They can charge at full speed in the blinking of an eye. If you don't have a chainsaw, your best option is to run backwards and pump a couple of shells in his direction.

Specter

Specters are particularly tough because you never know where they're coming from. Their partial invisibility and speed makes them among the most elusive of Doom's creatures. Like Demons, Specters are fast and will charge you, inflicting 4 to 40 percent damage with each charge. If unchecked, a Specter will devour you alive. Focus your concentration and always keep an eye out for a Specter. The way to spot a Specter is to look for a slight visual disturbance. That's the Specter's telltale signature. Here, too,

the shotgun can be your trusted friend. Two or three shots at medium distance is the recommended daily allowance for one such Specter. But you must be really quick and accurate. The chaingun is also effective. But a fast-moving, partially invisible creature makes a most difficult target. Often you don't see a Specter until it is right in your face. Then it's chainsaw time.

Lost Soul

These flying horned skulls on fire hover slowly until they spot you. Then they swoop down kamikazi-style and put a scorching clamp on you, draining health and armor from 3 to 24 percent. The best way to deal with Lost Souls is from a safe distance. If your aim is really good, you can blow away a Lost Soul with two or three shotgun blasts between the eyes. Otherwise, if you've got a good supply



of ammo, it's best to reach for the reliable chaingun and spray the Lost Soul with a steady stream of bullets.

Cacodemon Now, this is some monstrosity. The multi-horned, one-eyed Cacodemon floats majestically, belching lethal lightning balls like there was no tomorrow. And should you get hit by one, you can rest assured there won't be. Though lacking the speed of a Lost Soul, Cacodemons can move at a decent pace. If one of their lightning balls doesn't fry you, its man-size bite will crush you, chomping away 6 to 60 percent of your health and armor.



When facing one of these unsightly creatures, pray you have a well-stocked chaingun in your possession. Even though these beasts can be killed with heavier weapons, the chaingun lets you spray a Cacodemon full of lead before it can belch its fulminating thunder ball. Rockets are also most effective against Cacodemons, but good aim is essential. Usually one or two will do the job. Also, if you have a Plasma Rifle, a dozen square charges will deflate the dreaded Cacodemon. Two rockets from the rocket launcher will also do the trick.

Baron of Hell These creatures are pure hell. Seriously. They resemble extremely irritable minotaurs. Solid mutant muscle, brute strength, and single-mindedness make the Barons of Hell perhaps the toughest enemy you will face. A single claw caress from a Baron will tear away 8 to 80 percent of health and armor. But Barons of Hell can also sling energy charges. A paralyzing energy blast will zap 8 to 64 percent of your health and armor. Your first meeting with a Baron of Hell may well be your last.



How to dispose of a most unkindly Baron of Hell? Have you five rockets to spare? You will need each and every one. The plasma rifle or the BFG 9000 are also effective against the

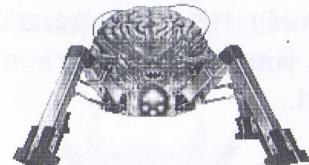
Baron. With a plasma rifle, you must unload the equivalent of about 50 cells, give or take a few depending on your ability to connect full-impact hits. If you are fortunate enough to have a BFG 9000 handy, you'll only need a single discharge, the equivalent of 40 single cells, to get the job done. The Baron moves fast, too. If he closes in on you, you have but a few precious instants to make your peace with God.

Cyberdemon Go ahead and pinch yourself. This is no ordinary nightmare. Talk about lasting impressions. And it's not just the Cyberdemon's size that's frightening. (A Cyberdemon could crush you like a grape if he stepped on you.) A Cyberdemon is a hybrid creation, an amalgamation of hardware and organics making up one totally tough robo-monster. The Cyberdemon's left arm has been enhanced with a high-power rocket launcher and he seems to have an inexhaustible supply of rockets. A single rocket from the Cyberdemon can blow away anywhere from 20 to 160 (yes, 160) percent of health and armor.



The best way to deal with the Cyberdemon is not to deal with him directly, but to make him fight other monsters (like the Barons of Hell and the Spider Mastermind). If there are no monsters around to take on the Cyberdemon for you, then you must rely on a combination of all your heavy weaponry. The Cyberdemon will collapse under the pounding of about 200 plasma rifle shots. With a BFG 9000, all you need is 3 well-placed hits. If you have about 20 rockets, you must unload and connect with every single one. The only trouble is finding the time to deliver them when you are under the barrage of the Cyberdemon's rocket shower. If you manage to escape an encounter with the Cyberdemon, pinch yourself again. You could be dreaming.

The Spider Mastermind Can this crawling aberration be the brains behind the mayhem? It makes you wonder. Was the discovery of the Anomalies purely accidental? Or are there darker machinations here at play? Perhaps you can't answer these questions now. And answering questions will be the last thing you'll want to do when you confront the Spider Mastermind. Equipped with an ultra-speed machine



gun, this cyber-organic miscreation is truly unstoppable. You'll need to enlist the aid of those you've been trying to annihilate all along. This is a situation where you might actually be happy to see a horde of Cacodemons and the dreaded Cyberdemon. See the strategy section "Make Them Kill Each Other" at the end of the chapter. A word to the brave: Don't even think about taking on Mr. Spider Mastermind alone unless you have a full supply of cells and rockets and all the health and armor you can stand. To stop this creature you will need 3 blasts from a BFG 9000, 150 shots from a plasma rifle, or 15 rockets.

YOUR ARSENAL

As mentioned at the outset, you start each new game equipped with a humble, but reliable, hand pistol. As you make your way through the labyrinthine corridors and surreal Doom landscapes, you must make every attempt to pick up more powerful weapons, ammo, Medikits, and any other useful electronic gadgets and spiritual aids. Everything you pick up can make the difference between life and death. You also get to keep all the weapons and items you've picked up if you make it to the next level.

There will be times when you run into more ethereal artifacts that might well have made their way through the gateways. These curious artifacts can give you anything from a quick health boost to a spiritual armor lift. Some of the rarer artifacts can render you momentarily invisible and, at times, even completely invulnerable. The next few pages give you the lowdown on the weaponry, the ammunition, and other bodily and supernatural artifacts you might find.

THE ARMAMENT

"Walk softly and carry a shotgun." Back in more innocent times, these words were drilled into your skull, along with many other similar pearls of wisdom. Your bootcamp drill sergeant made sure of that. He also made sure you knew your weapons better than you knew your best friend. In fact, he made you rely on and trust your tools of the trade as though they *were* your best friends. Considering your present circumstances, it's not really necessary to remind you of the importance of being intimately acquainted with your arms. From the lowly hand pistol to the liquefying BFG 9000, and everything in between, you can't afford to overlook any weapon.

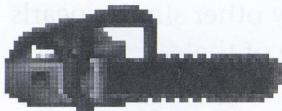
There's more to choosing a weapon than simply grabbing the biggest and most powerful one. You have to take into account the enemy you face, your surroundings, and, I can't stress this enough, your ammo. You could wind up kicking yourself when, confronted with a Baron of Hell, you discover you only have three rockets in your possession.

Other factors being equal, your strategy hinges largely on the arms at your disposal. Here are the weapons for your inspection.

Shotguns Shotguns are the standard-issue weapon. Though they fire at a slower rate than a handgun, shotguns deliver a powerful blow at medium distances. At close range, a shotgun makes short work of Imps, Former Humans, and Former Human Sergeants. A Demon normally takes a couple of shotgun blasts before going down. At a distance, shotguns still carry a hefty bang for your buck. Never shun a shotgun you can nab. This weapon is your workhorse. Treat it and appreciate it like one. Usually when you kill a Former Human Sergeant, his shotgun will be available for the taking. Take it! You will get 4 shells added to your supply. However, if you find a "placed" or hidden shotgun, you get a total of 8 shells. (If you are playing at the lower difficulty level, "I'm Too Young to Die," you get twice the amount of ammo per shotgun.)

Chainsaw A chainsaw may seem like it doesn't belong in your weapon repertoire. I mean, the Marines don't give you a chainsaw

during your formal training. But what the hell. A chainsaw makes for an awesome, albeit somewhat crude and primitive, weapon—especially



when you are fighting at close quarters. There are a few chainsaws scattered through the Lost Episodes of Doom structures. Take

one whenever it is within reach. Charging Demons and Specters cannot get past its sharp, turning blades. There are few things as comforting as the sweet, maniacal purring of a chainsaw with its throttle thrown wide open.

NOTE

It might not be intuitive, but you have to “fire” your chainsaw (by pressing Ctrl) when you press it up against the flesh of your intended victim.

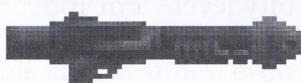
Chaingun A chaingun spitting bullets by the mouthful comes in handy when you walk into a roomful of inhospitable hosts. Although its



punch is less than that of a shotgun blast, it's the chaingun's rate of fire—like that of a machine gun—that can overpower some enemies. Besides its usefulness in crowded situations, a chaingun

might well be the best way to confront Cacodemons and Lost Souls. The bullet shower might keep a Cacodemon from working up a thunderous ball-lightning. Lost Souls are susceptible because they hover for a few instants before swooping down. That's the time you should douse them with bullets. The main drawback of relying too much on the chaingun is its voracious consumption of bullets. So keep a watchful eye over the Status Bar and a steady finger on the trigger. Any chaingun you find comes with 20 bullets.

Rocket Launcher Now we start to get into some serious fire power. There's nothing quite like a rocket launcher to clean out a room of unwanted guests. A single well-placed rocket



redefines the expression “taking out the trash.”

If you find a rocket launcher, your fighting chances might not look so bad after all. A rocket launcher comes pre-loaded with 2 rockets. Once you have one in your possession, use it

WARNING

Use caution when firing rockets. If you are standing too close to a wall and aren't sufficiently armored, the blast might be a little too much for you (or anyone).

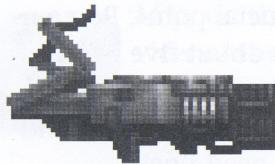
sparingly, and only when you need it. It takes 5 direct rocket hits to finish off a Baron of Hell. A Cacodemon *may* succumb to a single rocket if landed squarely in its eye (but even then only if he's already injured). The Cyberdemon on the other hand can eat a hefty dose of rockets before feeling any effect; the magic number for the Cyberdemon is 20. Just hope that you live long enough to count that far.

Plasma Rifle This is a beauty. A plasma rifle is a highly coveted device, especially considering some of the circumstances you will find



yourself in. Plasma rifles work on plasma energy cells and can handily liquefy most threats, real or imagined. As with a rocket launcher, should you find a plasma rifle, use it well and use it wisely. Who knows when another cell might be available. Don't waste it on creatures that can be taken out with lesser weapons. A Baron of Hell will fold after receiving the impact of 50 plasma blasts.

BFG 9000 The crowning jewel in the military's assault arsenal, the BFG 9000 evaporates anything within sight. This fine piece of Union



Aerospace Corporation craftsmanship can really make your day. You'll be grateful to have one in your hands when you get to the higher Doom levels. If you are fortunate enough to have a BFG 9000 with a generous supply of cells, you

might just have some glimmer of hope when confronting the nasty Barons of Hell (1 blast), the formidable Cyberdemon (4 blasts), or the sinister Spider Mastermind (3 blasts).

THE AMMO

Scattered through the installations, you will find a variety of ammunition for all the weapons you can carry. Keep an eye on the Status Bar and go only for the ammo you need. Remember that there is a limit to how

much you can carry at one time. Smart players will avoid expending precious energy chasing ammo they can't use. On the other hand, not arming yourself sufficiently can be costly or fatal. If you are playing at the level of least difficulty ("I'm Too Young to Die") you will get double the amount of ammunition. Here is the ammo you should keep an eye for:

Clips Your handgun and your chaingun aren't much use without bullets. Bullet clips can usually be found near the fresh corpse of a former Former Human, but they're often just scattered around. Pick up a clip and you can add 5 bullets to your favor. The *ammo box* contains 50 bullets. They are hard to pass up.

Shells If you know your weapons well, you'll be using your shotgun overtime. The importance of keeping a full load of shells is something you should remember from your early days in boot camp. So if you are not carrying shells to full capacity, take every chance to pick up a 4-pack of shells. A *shell case* adds 20 shells to your count.

Rockets There are certain monsters, like the Barons of Hell, that are nearly impossible to overcome. So if you find a rocket, grab it. Save it. You will need it at some crucial point. Remember that a Baron of Hell needs about five before knocking out for the night. If you run into a *rocket case*, you will be increasing your supply by a handsome dividend of 5 rockets of pure explosion power.

Cells A cell provides the juice that powers the plasma rifle that pulverizes, plain and simple. Cells also juice up the BFG 9000. One cell is good for 20 plasma rifle shots. To get the BFG 9000 to power up even once, however, you need a total of 2 cells. A *bulk cell* contains the equivalent power of 100 single plasma blasts.

THE ELECTRONIC GADGETS

These handy devices are very hard to come by. When you see one, pick it up and put it to good use.

Light Amplification Goggles

Did someone turn up the light? No. You're just wearing jeepers, creepers, where'd you get those light amplification goggles. These marvels of optical technology are particularly effective when you can see your opponents but they can't see you because it's too damn dark. The light amplification effect from the goggles only lasts 120 seconds.

Maps

Your ordinary *map* (referred to as the *Automap* because it automatically updates itself to show your current position) is available by pressing the Tab key. When the Automap is on, your screen is replaced by a top view of the installation you are in. Your position in relation to your surroundings is revealed as a small white arrow, which points in the direction you are facing. Press Tab again to return to the normal view.

With the ordinary Automap, you only get to see the portion of the installation you have visited so far. Once you've picked up a *Computer Level Map*, on the other hand, pressing Tab displays a complete view of the level anytime you want it. Pressing Tab again returns to normal view. The view includes all secret doors and passageways delineated in yellow. Also, areas where you haven't been yet will appear in gray.

Because the Computer Level Map can play a key role in helping you solve puzzles and plan your moves, and since it is a simple yet sophisticated device, it behooves you to take a minute to get acquainted with its controls.

Follow Mode (F) Follow mode is simply the ability to move while viewing the Automap. Normally, Follow mode is turned on. This means that you can continue using your controller (keyboard, mouse, or joystick) to move yourself about. Toggle the Follow mode on and off by

pressing **F**. Turning Follow mode off allows you to move the *map* around the screen with your controller instead of moving yourself. This makes it easy to see other areas of the map besides your immediate surroundings.

Map Magnification (+ and -) Pressing **+** causes the map to enlarge so you can more closely inspect an area of interest. Conversely, pressing **-** causes the map size to decrease, letting you get a view of the installation in its entirety.

The Grid (G) You can overlay a grid on the Automap to isolate sectors and get your bearings. The grid is toggled by pressing **G**.

Auto-Spotting (M and C) The Auto-Spotting feature is very useful. It allows you to mark places to which you might want to return later (like the location of a Medikit, for instance). Any time you wish to mark a place, simply press **M**. A digit marker will appear on the map, on the spot where you currently find yourself, starting with the number zero. Each time you mark a new spot, another digit will appear, each time incrementing by one. Mark your map judiciously, because you can only mark it a total of ten times. Any time you wish to clear any marks from the Automap, press **C**. Then you can start marking it again.

BODILY AIDS AND SUPERNATURAL ARTIFACTS

Here is a rundown of the other beneficial items and artifacts you might find throughout the Doom installations. These items can be categorized into *medical*, *protective*, and *supernatural*. The first group helps you heal when you are hurt. Protective items increase your resistance to onslaughts and attacks. Supernatural artifacts can give you quick health lifts, cloak you in invisibility, and even render you invulnerable.

THE MEDICAL AIDS

Stimpack Pick up one of these for a quick pick-me-up. The booster enzyme injections in a Stimpack often make the difference between clinging to life and escaping certain death. A Stimpack will give you 10% additional health.



Medikit If a Stimpack is a quick pick-me-up, a Medikit is much more. In this package you'll find bandages, antitoxin compounds, and other medical supplies. A Medikit can increase your health a significant 25%.



TIP

Look at the Status Bar, notice the condition of your face, and take a look at the Health read-out. If you are in trouble, don't wait too long: retrieve every Stimpack and Medikit you can find before it's too late. Don't let your health reach a level below 25% or you may not survive the next Imp or Cacodemon onslaught.

Berserk Pack Find one of these and know, for a few moments anyway, what it feels like to be superhuman. A Berserk Pack heals you and shoots you full of high-grade adrenaline, quickening your reflexes and enabling you to tear apart opponents limb from limb using nothing but your bare hands. The Berserk Pack gives you physical prowess beyond the human scale. While under the Berserk effect, your vision



will be slightly reddened. If you come upon the Berserk Pack, you will enjoy its effects for the remainder of the level.

THE PROTECTIVE ITEMS

Armor If the Armor read-out on your Status Bar is less than 100%, you can grab a Security or Combat Armor to bring it back up. The green



Security Armor vest is made of lightweight Kevlar and is ideal for riot-control type situations. It might give you the slight edge in protection

that you hope will make the difference. The blue *Combat Armor* vest, also called the "mega armor," is built for heavier action. Its titanium

derivative construction makes it twice as effective as the Security Armor. Pick one up and see your armor level soar to 200%.

Note that you can't pick up any additional Security Armor or Combat Armor vests to exceed their standard 100% and 200% protection; in other words, there's no benefit to trying to collect more than one of the same kind of armor unless you've dropped below their standard protection level. However, you *can* increment your armor level beyond the standard by picking up *Spiritual Armor* artifacts (the odd-looking helmets). With each artifact, your armor level will increase by a factor of 1%.

NOTE

It is not possible to build up your percentage by accumulating more than one armor. But you can "switch" a Security Armor for a Combat Armor (by simply picking up a Combat Armor when you find one), which effectively raises your armor to 200%.

Radiation Suit It's not only stuffy in the Phobos installations, it's right-out radioactive. There would be days, your mother told you, that you'd find yourself up to your waist in toxic ooze. Thank God for radia-



tion suits for days just like these. Don a radiation suit and for 60 seconds you can wade in the radioactive pools and canals that crisscross many of the installations. These ooze sewers may be the only way to find wall switches and secret passageways. Your view will be slightly green while the radiation suit is active. Just before de-activating, the screen will flash green.



Backpacks The backpack is truly a godsend. It effectively doubles the amount of ammo you can carry for every weapon. In addition, this lucky find also comes loaded with some extra ammunition: 10 bullets, 4 shells, 1 cell, and 1 rocket.

THE SUPERNATURAL ARTIFACTS



Health Potions These small blue flasks can be found scattered about in most levels. A health potion will give you a 1% boost in health even above 100%.



Spiritual Armor These odd-looking helmets raise your armor by 1%, even above the 200% mark that you can reach by donning the Combat Armor.



Soul Sphere While it may not give you a new body, a Soul Sphere will cause your health level to soar 100%, to a maximum of 199%. You'll feel like a new man because you practically will be a new man.



Blur Artifact This curious orb renders you virtually invisible. While the monsters might still catch a glimpse of you, their attacks will be less than accurate. Take advantage of your invisibility, for it only lasts 60 seconds.



Invulnerability Artifacts Fortunately for you, not everything leaking out of the Anomalies is green and slimy or mean and deadly. The Invulnerability artifact will make you invincible, at least for a short time. While short in duration (60 seconds), you will be able to inflict most serious damage upon any and everything that crosses your path. While under the effect of the Invulnerability artifact, you will see everything as a "negative" image. This makes it a bit hard to maneuver, but you'll agree that's a small price to pay.

THE STATUS BAR AND WHAT IT TELLS YOU

Any time you start Doom, you will see the Status Bar across the bottom portion of the screen. The Status Bar is a key instrument, made up of seven panels, as shown in Figure 2.1. It keeps you abreast of vital functions

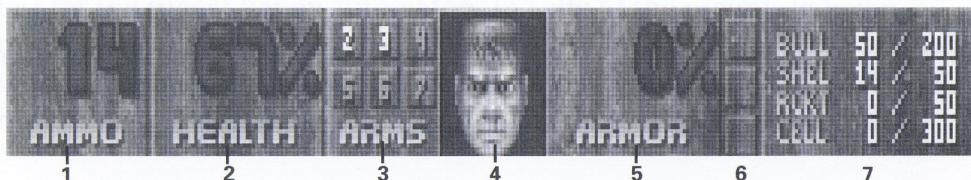


FIGURE 2.1 The Status Bar

and tells you, at any given moment, how your weapon and ammo supplies are holding out.

From left to right, here is a description of each panel:

1. Ammo

This box tells you how many rounds you have left for the weapon you happen to be holding at the current moment.

2. Health

This read-out shows the status of your health. Normally, you start out with 100% of your health. But as you begin to take serious abuse and pounding, your health will decrease.

3. Arms

The highlighted (or bright) numbers in this display tell you which weapons are available to you. You can switch to any weapon you possess by pressing its number: 2 = Handgun; 3 = Shotgun; 4 = Chain-gun; 5 = Rocket Launcher; 6 = Plasma Rifle; 7 = BFG 9000. There may be situations when you have a particular weapon but no ammo to make it work for you. The reverse is true too. You could have several rounds of ammo for a weapon that is not currently in your possession. The weapon assigned to 1 depends on whether you have gotten the chainsaw or the Berserk Pack.

4. Your Mug

Yeah, you're handsome. But don't let it get to you. Your life's at stake. But even worse, the whole future of civilization as we know it could be in serious jeopardy. Your face will show you just how good or how terrible you're feeling. The more intense the pounding you take, the more you will begin to look like a prizefighter at the end of a long career. When you get shot, but are uncertain as to who shot you or where the attack came from, look at the marine's eyes. They will turn in the direction of the attacker.

5. Armor

Security and Combat Armor vests are what might hold you together for a few more moments. Maybe they'll carry you through the worst part of an episode. By picking up Security or Combat Armor, you can amass as much as 200% armor. Also, the Spiritual Armor helmets will help by adding 1% to your total armor incrementally (even above 200%). Plenty of armor translates into plenty of protection, and you can never have enough of that.

6. Keys

This area of the Status Bar shows any or all three of the keys you might have picked up. Keys are important because without them, some latches and doors simply won't open. Often a key will open a door that leads to a switch. The switch may be what you need to uncover another secret passageway, platform, or sunken bridge.

7. Total
Ammo

The far right side of the Status Bar shows you the current and the maximum number of rounds you can carry for each projectile type. The column on the left of the diagonal tells you how many you have, and the column on the right shows the maximum you can carry. You can effectively double the quantities of projectiles you can carry if you are lucky enough and smart enough to procure a backpack.

BASIC FIGHTING SKILLS AND STRATEGIES

Like Doom, The Lost Episodes of Doom is much more than just a gore fest for the trigger-happy automaton. In spite of the mounting body count and the splatter quality of much of the action, there is also an ineffable subtlety, an evanescent quality, that only a truly accomplished warrior can hope to achieve. Perhaps you have the potential to be such a

warrior. This section can be a starting point on the road of discovery ahead of you.

There are some very important and basic points of strategy that you should observe regardless of the episode and level you are playing. This is because your objective is always the same: *make it out alive and onto the next level*. The importance of a sound strategy cannot be overemphasized. Sure, you can have a whole stockpile of weapons and ammunition. But without a sound strategy, even a BFG 9000 amounts to a very expensive and useless gadget.

Smart players know how to make the most of their strengths and minimize their weaknesses. All strategies, however simple or complex, can basically be divided into three main categories: moving, fighting, and exploring. You need to be able to move well to get to where you want to go. You also need to know how to fight under different conditions. Finally, to solve the puzzle of your awesome and terrifying surroundings, you need to explore, test hypotheses, and draw conclusions.

In addition, each Doom level may require you to devise another set of techniques and approaches just to make it through. There are some instances in The Lost Episodes of Doom where only a certain technique will work. In addition, you may have only one chance of executing it. Your challenge is to find the technique, develop it, and execute it flawlessly.

Without further preamble or hyperbole, here are the basics of strategic moving, fighting, and exploring.

MASTERING YOUR MOVEMENT

To amount to anything in The Lost Episodes of Doom, it is imperative that you develop a good technique for moving around. Whether you are in Massacre in Callisto, The Killing Fields of Io, or Hell's Gate: The Red Spot, running, turning, and sidestepping are all crucial maneuvers you must execute impeccably. Of course, you can combine any of these motions so that you can run backwards or strafe to either side rapidly.

To gain mastery of your movements, play The Lost Episodes of Doom on some of the lesser skill levels. Pick targets and practice moving to them. Practice turning around rapidly by pressing Shift and either ← or →.

You can also add the quickness of the mouse to your keyboard combination by tracing a fast curve in the direction of your turn.

Practice sidestepping around corners. Strafing can help you see a monster around a bend before it has had a chance to fire at you or charge you. After you get some level of confidence using independent movements, try putting them all together. For instance, try running forward. Then make a quick 180° turn and continue running backwards in the same direction. This technique is especially key when playing Deathmatch mode over a network or serial modem.

The ability to move well in Doom will help you plot a more flexible strategy. It's simple: a facility of movement translates into more options for you.

FIGHTING

Even though there are many ways to fight off attackers, some ways are more efficient than others. You may discover your own unique ways of dealing with Doom's monster mash. This section covers the essentials.

Get a Shotgun, Quick! As mentioned in "Your Arsenal" earlier in this chapter, the shotgun is your workhorse. Obtain one as soon as possible. Then learn to use it, and use it well.

NOTE

Should you happen to get killed in the middle of a level, even if you had accumulated various weapons from previous levels, you would be forced to start the level fresh, packing nothing but a handgun.

Whenever you start a level holding only a handgun, and especially if you are surrounded by a ghastly gang of goons, do not waste time fighting Demons or Imps with it. You stand a good chance of taking unnecessary hits. Your health could deteriorate rapidly and all could be lost in a matter of seconds.

Instead, run away. The best thing to do at this point is to concentrate your efforts on finding and shooting a Former Human Sergeant. These guys are basically walking shotguns. Shoot the first Former Human Sergeant and take his shotgun. You'll stand a much better chance of surviving.

Shoot the Barrel If a group of monsters is near a toxic waste barrel, they are prime matter for an explosive splash. Use the barrel's explosive potential to your advantage. Shoot it. The ensuing explosion will make confetti of anything standing nearby. Usually a single solid shotgun blast will set off a barrel, which in turn might set you free. At least for the time being.

Make Them Kill Each Other That's right. You can cause the Former Humans, the Imps, the Barons of Hell, and all the other creatures to turn on each other. These creatures are violent by nature. All they need is the smallest of excuses to unleash their wrath—on you or anyone. If you are able to maneuver them into a crossfire, the monsters' tempers will get the best of them. No room for politeness. They will annihilate each other.

Use Walls and Doors as Shields When you are under fire, find shelter behind a wall or around a bend. You might find that when you lurk behind a wall, the enemy is reluctant to come after you. Then, in peek-a-boo style, sidestep from the wall and take some quick potshots at him.

A similar technique takes advantage of the fact that there are many doors that will open only when you press the spacebar on your keyboard or double-click the walk button on the mouse. If you get into position before opening a door, you can wait there in sniper fashion and greet the monsters crossing the threshold with a load of ammo.

EXPLORING YOUR SURROUNDINGS AND UNCOVERING ITS SECRETS

Besides the hordes of monsters you'll be facing, your biggest challenge in Doom is keeping your wits about you to know where you are and where you intend to go. As mentioned earlier, Doom's architecture is a veritable 3-D puzzle you must solve. Many keys, aids, artifacts, and weapons lie behind enclosed areas that can only be accessed after you have activated a switch, which itself may lie behind another secret door. In

some levels, you will not be able to access the exit if you don't press the right switch or activate a secret door.

In addition, there are sinking or elevating platforms and stairs that may rise out of the floor. Also, most missions include teleporters. As you displace yourself in Doom, you always want to take in your surroundings and remember where things are. Make good use of the Automap, which you activate by pressing the Tab key. The Automap replaces your screen with a top view of the portion of the installation you have been to so far. You appear as a small white arrow that points in the direction you are looking.

While you are viewing the Automap, it is a good idea to press the Pause key and magnify different sections for closer inspection. Also, you might consider toggling out of Follow mode (by pressing **F**) so you can move the map around the screen.

It is always a good idea to push any switch you run into. Also, if a wall looks like it might be a secret door, try to open it by walking up to it and pressing the spacebar on your keyboard. But be prepared. It is often the case that aids and weapons are fiercely guarded. Throwing a switch may uncover a good find, but it may also unearth some scary monsters. Take mental notes of things you see. If you run into an area that seems like it could lead to a secret door or passage, mark it on the Automap. After you have thrown a few switches, come back to the suspect area. It could be that one of the switches you just activated caused a bridge to appear, a secret door to give way, or a platform to rise or fall in the area you passed earlier.

TIPS FOR MULTIPLAYER MODE

If you're a user on a local area network, or if you have a modem in your system, you are in a perfect position to experience Doom in its totality. Formidable though they are, the Doom monsters are somewhat lacking in the gray matter department. To a large degree, you know where you stand with them, and the manner of their assaults may become rather predictable. But when you play alongside (Cooperative) or against

(Deathmatch) actual fellow humans, Doom acquires a whole new dimension of excitement and danger.

Via modem or network, you can now deal with more-or-less intelligent beings (more or less like, dare we say, yourself). And it is precisely this intelligence factor that brings into play a whole new slew of strategies and techniques. Besides that, humans can move much faster than any Doom monster. This means that the action quickens as the stakes get higher.

From a psychological perspective, you are also now dealing with frail human egos. MultiPlayer Doom not only gives you a chance to exercise your fighting techniques, it also gives you plenty of opportunities to use cunning, deception, and other useful mind games.

The following paragraphs discuss general strategy for MultiPlayer's Cooperative and Deathmatch modes. In Cooperative mode, you may team up with up to four people to kick some serious monster heinie back to the infernal gateway it came from. In Deathmatch it's everybody for themselves.

In addition to these two approaches to multiplay, you can make your own MultiPlayer variations. For instance, you can pair up with a pal and combat another pair of humans. Or you might pit a player with superior skills against two or three others to even the odds. With experience, you'll be able to write your own strategies.

Multiplay in Cooperative Mode

Playing cooperatively involves using many of the same techniques you would use when playing singly. But now, you have someone to watch your back. And, of course, the other person is also counting on you. Here is a handful of strategies you might find useful.

Have a Plan Having a plan is elemental. It can vary between freeform and spontaneous to something a bit more structured. It is up to you and your pals. As with any relationship, the key to success is

NOTE

Besides strategies, there are other factors to consider in Multiplayer mode. These relate to additional game controls and other operational considerations. For instance, you can broadcast messages using *Chat*, or use *Spy* to switch your view to another player's. These more basic and technical aspects of the game are covered in Chapter 7.

communicating. Working as a team, you must know what to expect from the others and what they expect from you. You may decide, for instance, to stick together or to separate. You may also consider separating in some installation areas and regrouping in others. You may want to work out in advance what you should do in certain types of situations. Or you can just let your instincts take over. The Chat mode (see Chapter 7) is useful here for broadcasting messages to a particular player or to all players.

The Bait Tactic This tactic is simple. You or your buddies attract the attention of the bad guys while the other person(s) hide nearby. As the monsters' attention is focused on the "bait," the other person can take advantage and hit the monsters from their weak side. This technique is particularly useful if you can make a group of monsters chase you into a vulnerable spot in an open area, where your friend can unload some rockets from a relatively well protected place.

Walking Abreast If you are walking with a buddy, particularly in tight quarters, narrow walkways, and such, the person with the most armor should walk ahead. Also, the person in the back should not fire a rocket without first giving some warning and waiting for the other to move out of the way. In fighting situations, if you are surrounded in an open area, stand back-to-back; if facing a frontal attack, assume protective positions some distance apart, in order to cover a larger angle with your fire.

Multiplay in Deathmatch Mode

The first thing you should know about Deathmatch play is that the best performers are those who've been around a while as single players. That is, the accomplished Deathmatch players usually have paid their dues, playing singly for some length of time. They are skilled at maneuvering and fighting. In addition, a successful Deathmatch player is well acquainted with the Doom episodes and levels. By the time you graduate to Deathmatch, you should know every nook and cranny of many levels. You should know where to go to get armor, weapons, and ammo. You should also know your weapons and how to use them.

A Deathmatch player has mastered most every tip and technique that is explained in this section. Basically, playing Deathmatch involves using what you already know against someone much like you.

Arrange for Your Enemies to Meet In serious Deathmatch playing, the monsters are still fierce and dangerous. But they are not your worst problem; it's the *Homo sapiens* hunting you down with a loaded plasma rifle. In general, when playing Deathmatch, you want to clean out the monsters so you can concentrate on getting to the weapons, the ammo, and all other useful gear. There are occasions, however, when you might want to let a few Demons and Imps loose so they can alert you to the presence of your human foe. Additionally, there may be situations where you might be able to lead your opponent into an area where he is surrounded by monsters and, therefore, easier to pick off.

Grab the Heavy Firepower First Having a bigger, more powerful weapon when confronting an opponent definitely gives you an edge; and it makes you feel better, too. When playing Deathmatch, you will "spawn" in a random location in the level. Regardless of where you land, try to get your hand on the biggest gun you can get. But you don't want to spend *too* much time running for a heavy weapon while armed only with a pistol or a shotgun, so initially you may have to settle for the lighter weapons. That's all right. Bide your time, but at the first good opportunity take the plasma rifle.

And speaking of plasma rifles, since you are dealing with a very fast moving target, you will want to favor those weapons with the faster rates of fire. For this reason, you may prefer the plasma rifle over the BFG 9000. Even though it is clearly less powerful, the plasma rifle's rate of fire lets you sweep over a wider area without having to wait precious seconds between charges. Similarly, a chaingun, although less powerful than a shotgun, covers a larger impact area.

Keep On Playing Those Mind Games Even if you failed Psychology 101, there are numerous opportunities in Deathmatch to "psyche out" the opponent. For example, you can lead your opponent to believe that you entered a room merely by opening a door—but instead of

entering, hide. When the opponent runs to get you, jump at him from behind and surprise him with a blinding blast. Sometimes, you can even pretend you were hit. This is one of the oldest tricks in the book. Just lie there and play possum. If your opponent thinks you've expired, he might let his guard down for a second. A second is all you need to unload a fatal slug. In this war, everything's fair. Try to spin your own traps and deploy them. With some practice and perseverance, your cunning might surprise even your most seasoned opponents.



UNDERSTANDING THE LEVEL MAPS

THREE

In this chapter we describe how the episodes covered in Part Two (chapters 4, 5, and 6) are set up. With this background, you can then refer directly to the chapter that addresses the level of play that you're interested in.

Three episodes comprise your fantastic trip across The Lost Episodes of Doom—Massacre in Callisto, The Killing Fields of Io, and Hell's Gate: The Red Spot. The maps for the various episode levels are crammed with coded information, so you'd better read this short chapter to figure out what's going on. We'll start with a look at the elements that are common to all the episodes.

WHAT YOU'LL FIND IN THE EPISODES CHAPTERS

In Chapters 4, 5, and 6 you will find the following for each of the 24 missions:

- A map suggesting a route to follow, and indicating all the switches, triggers, secret doors, platforms, and teleporters. The maps also reveal the locations of weapons and powerups.
- A listing of the numbers and types of secrets and weapons you may find.
- Specific strategies, useful tips, and a section on uncovering the level's secrets.

INTERPRETING THE MAPS

A level may have any number of *switches*, *triggers*, *secret doors*, *platforms*, and *teleporters*. In a sense you can think of switches and triggers as

NOTE

The word “level” or “mission” refers to the scenario you find yourself in, also called an installation, a building, or even a map. There is a total of 24 standard missions in The Lost Episodes of Doom.

activators: a switch or a trigger will cause a platform to rise/lower or a secret door to give way. The maps in the following chapters specify which secret door or platform each switch or trigger will activate. They also show you where you'll end up if you step onto a teleporter.

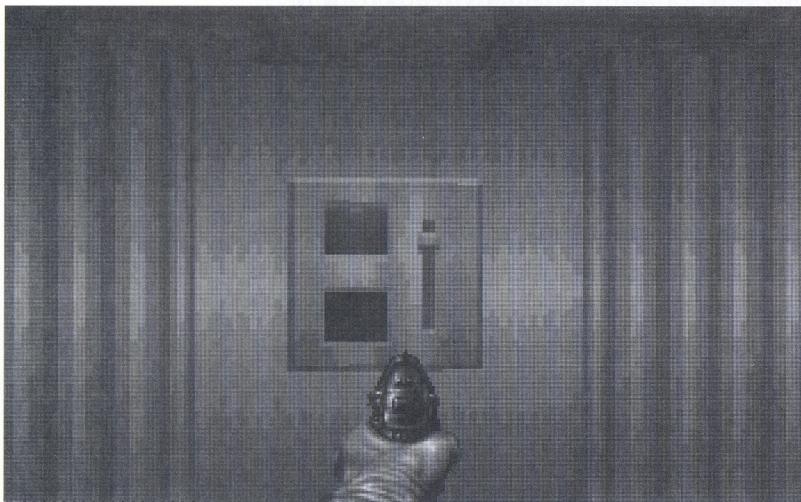
Some doors need nothing more than a push with the spacebar to give way. Likewise, some platforms are activated just by standing on them. This straightforward relationship is reflected in the map coding. The following explanations and examples will help you understand the coding more clearly.

Switches and Triggers

Switches are normally found along walls. When you see one, it is usually best to activate it. You activate a switch in the same manner that you open a door—by standing directly in front of it and pressing the spacebar. Triggers, on the other hand, give no indication of their presence. A

trigger can activate a secret door or a platform when you walk past it. However, the door or platform it activates might be in a different room. You'll just have to keep your eyes open for them.

Switches and triggers will always cause something to happen, i.e., they'll activate a secret door or a platform. Switches are denoted on the map by a small circle with a



number inside, as shown in the legend alongside each map. Triggers are indicated by a diamond with a number inside.

On the maps, switches and triggers are numbered in the same sequence. For example, as you follow the ideal path, switch 1 may be followed by trigger 2, which is then followed by switch 3, and so on. With a few exceptions, no two switches or triggers will have the same number within a single level. In cases where a switch and a trigger have the same number, it is because they both activate the same door or platform.

T I P

If your sound effects are working right, you might hear a platform rising or lowering nearby when you walk past a trigger.

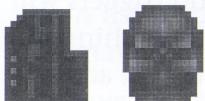
Secret Doors and Platforms

Like regular doors, secret doors usually give way by pressing the spacebar when you're standing next to them—the only problem is, you may not know when you're standing next to a secret door. A secret door can usually be distinguished from a regular wall by its color and texture. Sometimes secret doors are found near a light source. If you are unsure as to whether a wall is a secret door, just walk up to it and press the spacebar. If the wall gives way, you've stumbled upon a secret door.

Uncovering a secret door, passageway, or switch, usually leads to some kind of reward. In some cases the reward might be additional ammo, health, medikits, light amplification visors, etc. Other secret doors and passageways lead to crucial weapons like a Rocket Launcher, a Plasma Rifle, and even the coveted BFG 9000. But keep in mind that sometimes the secrets are also tightly guarded by armies of mean monsters.

Certain doors, whether secret or not, will not open until you activate a switch or a trigger. Others will not open unless you have a special color-coded security card or skeleton key in your possession. Keys and cards come in yellow, blue, or red. Often-times, you will not be able to leave a level without one or more of them. So it is important to keep your eyes peeled for these glowing items.

On the maps, secret doors are indicated by a small square with either a number or a letter inside. Platforms are indicated by a small table symbol with a letter or number underneath. In both cases, a *letter* indicates that



the door or platform is activated normally: for doors, by pushing it (pressing the spacebar on your keyboard); for platforms, simply by stepping onto it. (On occasion, you may also have to push the spacebar to lower a platform.) On the other hand, when a secret door or a platform is labeled with a *number*, you should conclude that it is activated by the switch or trigger of the same number. For instance, secret door **1** would be linked to switch or trigger **1**.

Teleporters

Entering a teleporter causes you to be transported to another area of the map, often inside another teleporter. Many of the teleporters look like small phone booths; others are red or white platforms; and quite a few of them sport a pentagram on their surface. On the map, transporters are indicated by the platform symbol, only upside-down, with a capital letter inside. The letter identifies the teleporter's destination, which appears by itself elsewhere on the map. For example, teleporter **A** takes you to the location marked **A** (destination in bold on map).

In some of the levels, you may find more than one teleporter marked with the same letter. This simply means that those teleporters take you to the same location. In such cases, the teleporters have a letter next to the number. For example, walking into any one of teleporters **1B**, **2B**, and **3B** will transport you to the spot marked **B** on the map.

If you step into a teleporter and land at another teleporter, you can assume that the two are connected; that is, if you got off and then back on, you would expect to go back to the initial teleporter. However, there are a good number of instances where getting back onto the teleporter you emerged from will land you at a third location. These types of teleporters are not specifically denoted on the maps. But as you read each level's descriptions and strategies, you will identify them quickly enough.

Weapons and Powerups

Weapons and powerups are indicated on the maps by abbreviations instead of symbols. You can find the abbreviation key on the inside back cover of the book.

THE SCOPE OF THE STRATEGIES

In the next three chapters there are specific strategies for each of the 24 levels in The Lost Episodes of Doom. Space does not allow to spell out strategies for every skill level ("level of difficulty") available, so the medium to difficult level of play is normally used as the reference. The main difference between the skill levels is the number of monsters you encounter. (You'll also find them more aggressive at the highest levels: they'll come at you faster and they'll attack more often.) The more you play the game the more likely you'll encounter more or different monsters than the ones I mention in my strategy paragraphs.

THE SUGGESTED ROUTE

The path drawn on each map is the route that will give you the most excitement for your dollar. This is not always the easiest route through the level, but some efforts were made to lead you away from the most grueling, no-win encounters. On the suggested path you may miss a few powerups, but what you'll get in return is a sense of progress instead of frustration. That can be valuable the first time you enter an unfamiliar setting. Of course, you're free to stray from the path as you wish. Just don't say you haven't been warned.

Because many levels have teleporters, you will see certain routes that are divided into sequentially numbered "paths." The paths are numbered with a small circle near their starting point. In other words, as you jump inside a teleporter, you will appear at another location. To connect the paths sequentially so you can follow them to the conclusion of each mission, just follow each single path and pick up the next path with the next higher number.

YOUR PERFORMANCE

To gauge your performance after you have sweat blood through a Lost Episode of Doom mission, a final tally informs you of your percentages

of success. Doom keeps track of percentages for three basic categories:

- Your kills.
- Useful items you picked up (spiritual armor, health, etc.).
- Secrets you uncovered.

If all these percentages do not read 100% across the board, you know for sure you've missed something.

There is also another parameter you can use to measure your performance on any given level. This is "PAR," or the length of time it takes you to ignore everything and just run flat-out for the exit. PAR is *not*, therefore, an average score. In fact, by Doom's definition it is not even an ideal score. You'll never make PAR if you choose to deal with monsters, and dealing with monsters is the whole point, isn't it?

PART TWO

**TIME TO
KICK BUTT**

MASSACRE ON CALLISTO

FOUR

FOUR

Your journey into The Lost Episodes of Doom is about to begin. In this introductory episode, newcomers will catch their first glimpse of the unspeakable horrors that inhabit the world of Doom. But even those who have paid their dues with buckets of blood and mastered the original Doom won't go unchallenged. Massacre on Callisto is the perfect introduction to The Lost Episodes of Doom for both the wide-eyed and the jaded alike.

Callisto (pronounced *kuh-lis'-toh*) is the outermost and least geologically active of the four moons of Jupiter (discovered by Galileo in 1610). This distant alien moon serves as background for the first episode in The Lost Episodes of Doom. The UAC installations and facilities in Callisto vary from strictly utilitarian to highly scientific.

The Massacre on Callisto episode will delight you with its imaginative installations and challenge your wits and intellect. These are qualities that you possess, aren't they?

UAC SPACEPORT

The UAC Spaceport's design resembles a Jules Verne type of device, complete with knobs and levers. The deceptively simple design of this level offers a good chance to measure your toughness against two types of rather common and unsavory opponents: Former Human Sergeants and Imps. Although you enter this level armed with the puny (but essential) handgun, you can emerge holding a chaingun, a backpack, and a Combat Armor, among other items.

GENERAL STRATEGY FOR THE UAC SPACEPORT

Caution is not just for sissies. You are on unfamiliar terrain, so move swiftly and carefully. It will help you to know that in this level, the monsters aren't inclined to step out and fight you in the open. Many of them will be lurking around corners or behind doors and angular walls. Just because you kill one of their buddies doesn't mean they're willing to swarm you from all parts of the complex. They're content to sit back, wait, and let you come to *them*.

To complete this mission, you will need to find and use a yellow security card, a blue skull key, and finally a red security card (in just this order). The single teleporter in the UAC Spaceport is also key to a successful tour.

UAC SPACEPORT: LIST

Be on the lookout for 3 switches, 4 triggers, 8 doors (of which 6 are secret doors), 4 platforms and 1 teleporter. Useful artifacts include: 1 yellow and 1 red security card, 1 blue skull key, 1 shotgun, 4 boxes of shells, 1 chaingun, 1 box of bullets, 1 backpack, 1 blue armor, 1 Berserk Pack, 1 Invulnerability Artifact, 1 pair of light amplification goggles, and 1 Computer Level Map.

STEP-BY-STEP THROUGH THE UAC SPACEPORT

Stacking up on artifacts and overcoming the odds in the early going: Upon entering the UAC Spaceport, you'll find yourself in a small, dimly lit room with a metal wall to the north, computer panels to the east and west, and no apparent way out. The apparent calmness will soon give way to unabashed violence. The first order of business is to kill and maim everyone in sight and claim a Combat Armor, a Berserk Pack, the Invulnerability artifact, and finally, a Soul Sphere. All of this can be done in a matter of minutes; seconds, for the best players.

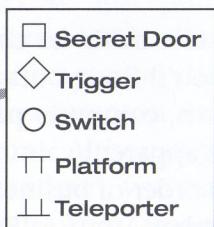
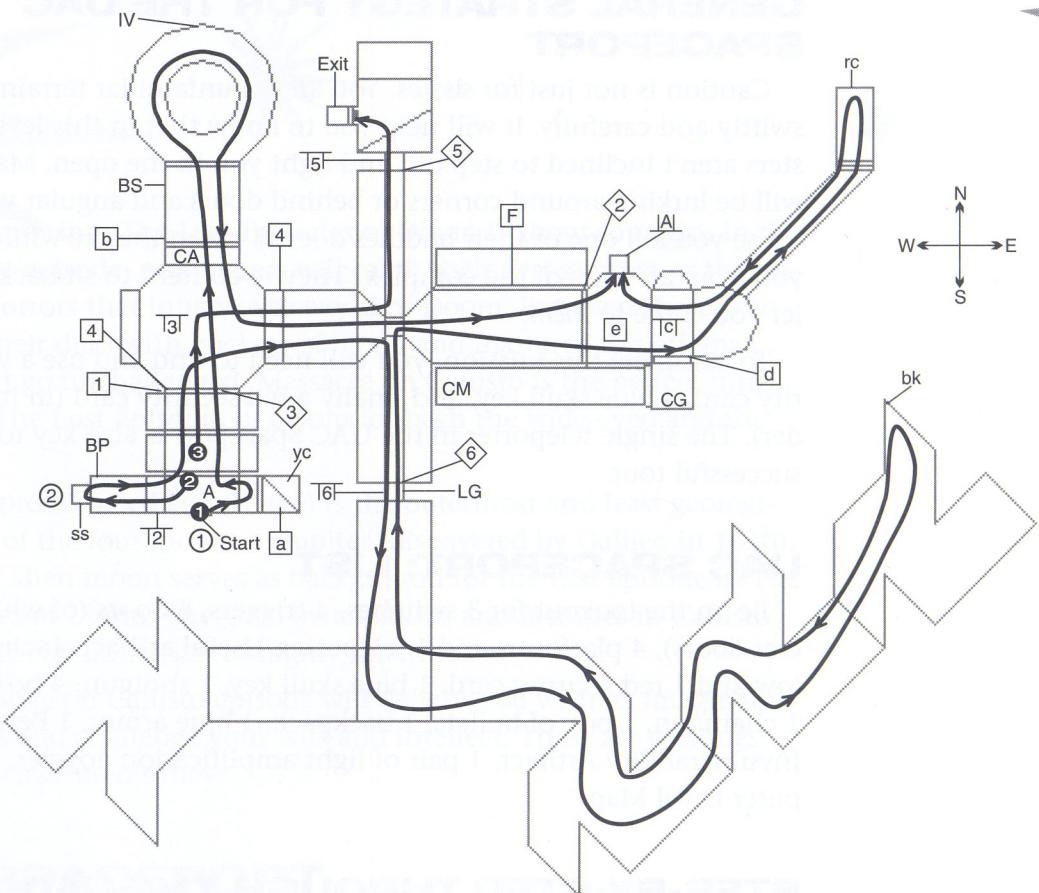
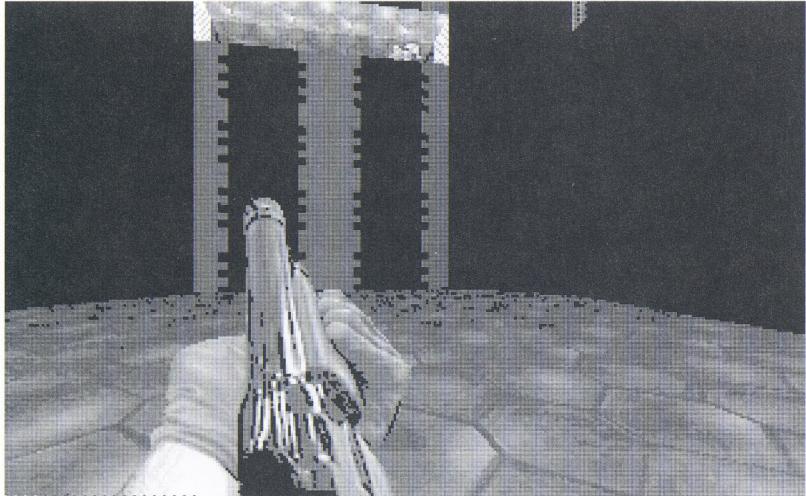


FIGURE 4.1 UAC Spaceport Blueprints

To gain an edge further into this level, make an immediate right, and push open the southeast computer panel. This panel is actually secret door **a**, which reveals a yellow card. Grab the card. Then go to the northwest end of the hallway and pick up the box of shells. Though you can't use them without a shotgun, at least you will have some ammo when you finally get your paws on one.

Locate switch **1**, centered along the south wall in the entryway and throw it. This switch lowers the metal wall to the north, making the rest of

the UAC Spaceport available for exploration. Be prepared to take shelter behind one of the lit dividers between the computer panels because small groups of Sergeants, Imps, and Former Humans stand perched on the east and west walls, ready to welcome you aboard. If you are playing in Ultra-Violence, you will also attract the attention of a few Lost Souls. Peek out and fire a few shots to



take down an officer or two, and even better, to get them to shoot back and hopefully start a crossfire among them.

When you think you can do it, run north and fall into the deep stone pit. You will find a shotgun down there. Also the floor will begin to raise slowly, because you crossed trigger **1** jumping into the pit. The other trigger you crossed, **2**, lowers the computer panel northeast of the pit, revealing more of the complex.

While you are in the pit, move around so as to present a difficult target to the Imps above. When they enter your field of view, fire away. As the floor reaches the top, mop up anything still breathing and head north toward the blue Combat Armor.

The computer panel behind the armor is another door in disguise, secret door **b**. Push the door open and step back quickly! Duke it out with

the Sergeants and Imps waiting behind the door. When the area is secure, proceed further north to the yellow key door. Right before the door, you'll spot a Berserk Pack, which might come in handy after the pummeling you took in the pit room. Go through the yellow door into the circular green marble room. No monsters here, just lots of spiritual armor and an oddly placed Invulnerability artifact. For optimum results, grab the Invulnerability artifact. It will improve your odds for the next move at least 100 percent.

Wired on the invulnerability, run east from what was once the pit. You'll encounter a narrow open area which opens up to the sky. Watch your step here, because there are lethal green goo pits to the northwest, northeast, southwest and southeast, and one little square right in the middle. The middle pit is easy to avoid—simply run over it.

As you run across the open area, you will also attract the attention of a few Sergeants and Former Humans who tend to hang out near the north and south ends of the narrow open area. Don't let them distract you from your purpose. Blow right past them and drop into the sunken eastern hallway. Destroy anything that stands on your way. Then cross over trigger **1**, delineated by the narrow light beam just west of the teleporter, and enter the teleporter. You will emerge at your initial entry spot. Turn left and drop into the sunken platform **1** (which was lowered by trigger **3**). Dispense with the single Sergeant below and then claim the Soul Sphere. Push switch **3** behind the sphere to lower platform **3** and exit the sunken room.

In pursuit of the blue skull key: With a significant health boost afforded by the Soul Sphere, go back to the narrow open area and head south along the narrow walkway. As you reach the light amplification goggles, you will cross trigger **4**. This trigger causes the small platform, where the goggles rest, to drop you into a subterranean computer control area characterized by jagged turns and disorienting darkness. (Thank goodness for the goggles.) As you take a few steps into the room, the south wall drops, and once again, you become the object of violent curiosity for a bunch of re-animated ex-marines and Imps.

You'll need to tough it out, because the blue skull key's around here somewhere and you absolutely must have it. The subterranean room has

a lot of evil twists and turns and can be awfully intimidating for lesser marines. If you do not take advantage of your temporary ability to see in pitch darkness, finding your way out becomes even more difficult. Enter the computer room, and try your best to hug the left wall the entire time. Again, you'll encounter several twists and turns, but, if you do this right, you'll find the blue skull key with no problem. Grab the skull key, turn around, and hug the same wall to find your way back.

With the blue key in your possession, return to the platform from where you entered. The platform will lower as you step across trigger **3**.

Collecting the red card and getting out of UAC Spaceport:

After obtaining the blue key, focus your attention on obtaining the red card, the last item you need to escape from the UAC Spaceport. Head toward the sunken room where the teleporter is located. Push against the metal east wall, which is in reality platform **a**. Ride it up and push open secret door **c**. Don't let the Imps inside catch you unaware. Down them where they stand. Then go inside, grab the chaingun, assorted ammo, and fire at the Sergeant in the long hallway below. (The marine who finds this secret will have a distinct advantage in The Power Plant, the next level of Massacre on Callisto.)

Next travel along the northeast corridor. You will come upon a blue door. Throw it open and catch the Imp, Specter, and Demon with a lead shower. (Aren't you glad you picked up the chaingun?) Go inside the small enclosure and pick up the red card.

Now it's time to race back toward the teleporter and jump in. Once again, travel toward the narrow open area and head north this time, toward the Medikit. Trigger **5** will cause the small platform to drop you to another sunken room. Come out firing into the stupefied marines (and maybe a rotten Imp or two). Do away with these freaks, make a left, and open the red door. Activate the remaining switch and you're on to the power plant.

UNCOVERING THE UAC SPACEPORT'S SECRETS

Most of the installation secrets were revealed to you already. But here's a few more for hard-core marines. In the brown-walled, rectangular room

housing the teleporter, there are two secret doors. The first is secret door **e**, the brown wall flanking the entire north wall of the sunken room (just west of the blinking light beam). Open it, and you'll be assaulted by some none-too-friendly critters, but you'll also find a healthy supply of armor bonuses. The second secret door is identified by **d** on the map. It occupies the entire south wall. Enter this area and pick up a few health potions and a rare Computer Level Map. (The computer map is intended for newbies who need help finding items and orienting themselves in the UAC Spaceport.)

DESIGNER'S NOTES FOR THE UAC SPACEPORT

Although this level was originally released as CHRISK11.WAD (i.e., Episode 1, Mission 1), it actually represents my second attempt at a Doom level. The construction of both my "lost" level and CHRISK11.WAD was difficult because I was working with a very early form of DEU (the Doom Editor Utilities by B. Wyber and R. Quinet), which had a relatively crude nodes-building capability. And, at the time, I didn't have the benefit of BSP by C. Reed. The program eliminates the dreaded HOM (Hall of Mirrors) effect by more effectively rebuilding the nodes. Without the benefit of a stable nodes-builder, see-through, "glass menagerie" walls kept cropping up in my levels.

All of this will explain the odd, angular hallway leading to the blue door. I was forced to angle it, because this was the only way DEU would let me add a hallway to the northeast portion of my map without the HOM effect. Unless I was willing to arrange my walls "just so," DEU would build the nodes in such a way as to create the undesired HOM effect.

— C. Klie

FUSION POWER PLANT

The Fusion Power Plant is a sprawling construction characterized by right angles and utilitarian fixtures. There is considerably more ooze in this level than in the previous one. Unlike the UAC Spaceport, the Fusion Power Plant is a rather sensitive, restricted area. UAC's investment in its front door security systems can easily discourage all but the most adept would-be infiltrators. But cracking the secrets of this installation is a sheer pleasure. The intensity level goes up a notch in the Fusion Power Plant. You can lay claim to a plasma rifle and, if you fight intensely and imaginatively, you may well emerge from this level with a nice loot and minimum bodily damage.

GENERAL STRATEGY FOR THE FUSION POWER PLANT

You'll have to reach deep in your bag of tricks to overcome the obstacles that confront you in this level. In some areas you'll need to proceed slowly, as you did in the UAC Spaceport, peeking carefully around corners. In other areas you'll simply have to go for it, gritting your teeth and firing almost blindly, praying that you emerge victorious. As you approach each area, you'll know almost instinctively which strategy is better.

Regardless of the strategies you choose, you must exercise patience. Remember that the Fusion Power Plant is practically a security fortress. Don't get too frustrated when you think you are trapped. Take your time. Examine your situation and the possibilities. You might have to put various puzzle pieces together before attempting your break.

FUSION POWER PLANT: LIST

The Plant offers a plethora of architectural devices: 5 switches, 6 triggers, 13 doors, 6 platforms, and 7 teleporters. Among the many useful artifacts, you can find 1 blue card, 1 red card, 1 yellow card, 1 shotgun, 4 boxes of shells, 1 chaingun, 4 boxes of ammo, 1 rocket launcher, 2 boxes of rockets, 1 plasma gun, 2 bulk cells, 2 backpacks, 1 chainsaw, 3 green armors, 2 blue armors, 1 Stimpack, 10 Medikits, 1 Blur Artifact, 1 Berserk Pack, 1 Invulnerability Artifact, 1 Soul Sphere, and 1 Computer Map. (Whew!)

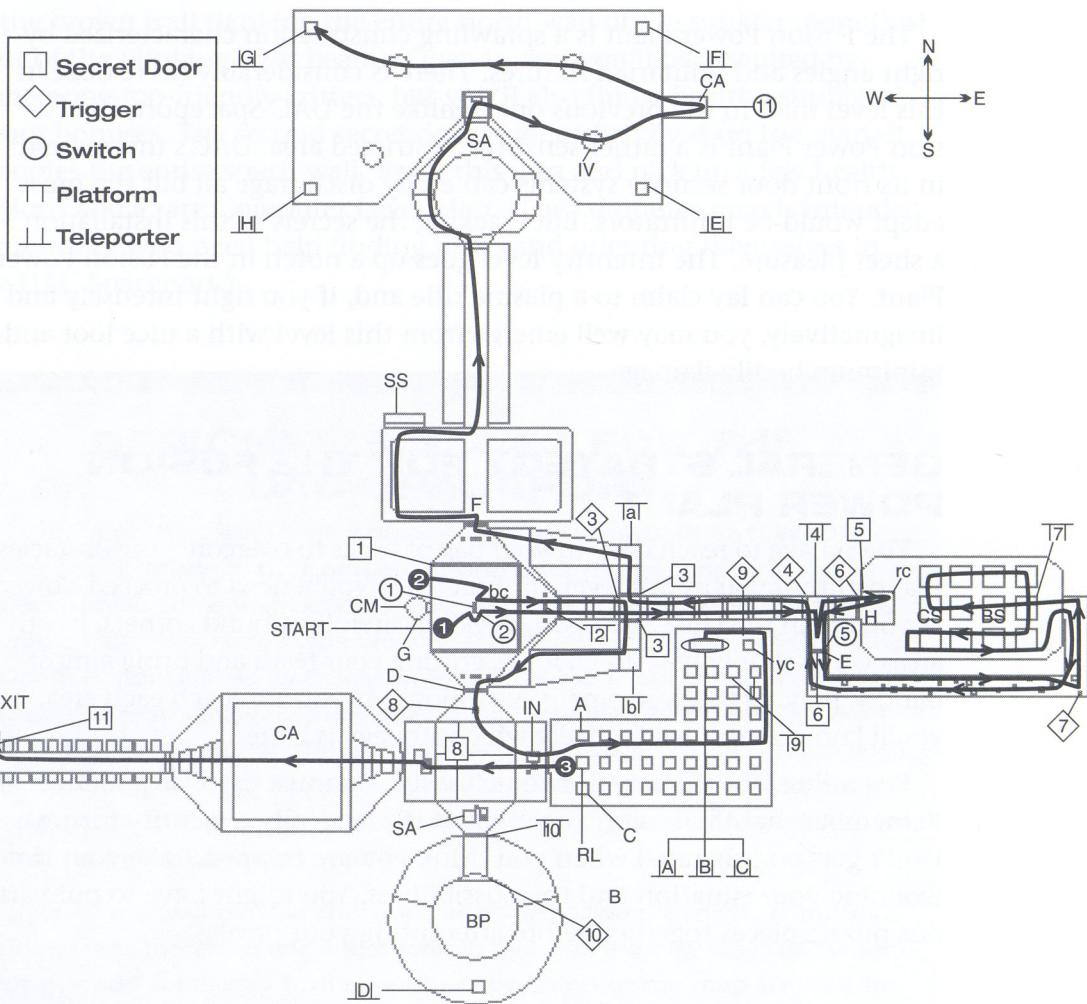


FIGURE 4.2 Level 2: Fusion Power Plant Blueprints

STEP-BY-STEP THROUGH THE FUSION POWER PLANT

Is it a room, or is it a door? And how do you get out? Yes, it's both. And as far as getting out, once you figure it out, it will seem so simple. When this level opens, you'll be standing in a computer room, facing a

shotgun and switch **1**. Grab the shotgun and hit the switch. With the exception of the east side, all walls will raise to reveal a larger room. This larger room has three doors that connect you to the rest of the installation. However, each of the three doors is blocked by a solid steel slab. The north and south doors require you to have a red key before you can penetrate any farther. Of course, even if you had the red key, now, there is the predicament of getting through the steel slabs. But one thing at a time.

Walk around switch **1** and collect the blue card. Hit switch **2** to lower the slab blocking the east door. Run toward the blue door but don't go in. In fact, you want to stand right over the lowered metal slab **2**, which acts much like a platform. As the slab goes up, jump over to the ledge to either side of the blue door. You should now be standing overlooking the initial entry room. Go east and then turn the corner. You will be looking down at the exposed and vulnerable backs of an Imp and either a Demon or a Specter, depending on which way you went. Open fire and kill the monsters below. Go back to the initial room and walk the narrow ledge to drop in front of the blue door once again.

Face the metal shield and press its switch to lower it again. Go up and take the opposite way to reach a similar sunken room. Take the monsters from the back. They won't have much of a chance to fend you off from their vulnerable positions. Now you are ready to go back to the bottom floor and enter through the blue door. Your next goal is to reach the red card and also to find your way down to a large underground room where you can load up on ammo and even nab the first chainsaw.

Push open the blue door. You'll be entering a long hallway with tall ceilings, where light filters in wide stripes from above. As you move east along the hallway, you will cross trigger **3**. This trigger opens twin doors **3** along the north and south side walls of the hallway. If you hadn't dealt with them earlier, you would be confronted by a couple of Imps and their compatriots. When you get close to the east end of the hallway, you will cross another trigger, **4**. This trigger lowers a section of the floor, platform **4**, into a room below. You will want to switch to the chaingun even before you cross the trigger. Then, the instant you spot the Imp and Former Human Sergeant, sink your finger on the trigger. Push switch **5** to open the east wall of the hallway above. Then ride the platform that brought you down and get back to the hallway. Enter the room where

the red key beckons you. Listen as you cross the threshold. Trigger **6** opens door **6** in the sunken room you just came out from. As you pick up the red card, notice the very large room, which is visible through the diagonal windows. You will be down there shortly, laying claim to anything you might deem useful.

Have red card, will travel: After taking the red card, cross trigger **5** a second time so you can go below again. You will notice that the east wall has disappeared and you can now travel along a dark corridor littered with UAC boxes. This hallway leads to the room you saw from the vantage point at the end of the eastern hallway. Move in (south), and make a left. You'll begin traveling east through the storage area and will encounter some hostile Sergeants on your way. Secure the area, and follow the corridor into the control room. When you first enter the control room, facing west, you will be looking at twelve free-standing computer consoles, each holding valuable ammo or a weapon. Also, against the far west wall you'll see the "cage" where you found the red card. If you want the goodies on top of the computer consoles—and who wouldn't?—you'll need to climb a key platform and then jump across to the remaining consoles.

There's only one way to accomplish this. Return to the hallway with all the boxes. Notice the small box by the southeast corner of the hallway, right in front of a short light fixture. The box is actually trigger **7**. Walking over the box causes the eastern-most computer console, platform **7**, to rescind onto the floor. Approaching from the west, step over the box, and run to the computer control room. You should have just enough time to get on top of the lowered computer console. You'll then have an opportunity to "hopscotch" from the top of one console to another. If you're skillful, you can visit the tops of all twelve consoles, and collect all the health kits, ammo and weapons you can carry.

With possession of the red key, you are now free to roam to the north and south ends of The Fusion Power Plant. Toward the north, you will find a Soul Sphere, a plasma rifle, and various plasma cells. But the north wing also contains large ooze areas and its fiendish alien guardians are ready to die defending it.

Exploring the north wing: Find your way back to platform **a**, near the west end of the long hallway, and ride it up. Walk along the ledge and drop right in front of the red door that opens the entire north wing. As soon as you open the door, you will be facing a medium size open area dominated by climbing vines and two deep ooze pits separated by a narrow walkway. If you are comfortable facing monsters in the open, go in and dish it out. More conservative players may want to open the steel slab before opening the red door. This way you can back out of any really tense situation. As the slab goes back up, you can take shield behind it and fire at any monsters that may have reached the blue door before it closes.

Eventually, you will have to go through the vine courtyard. Although it isn't a vineyard, the rotten Imps and assorted Sergeants will be ready to drop you in the drink. Squash them like the sour grapes they are. Along the west side of the north wall, you will find secret door **c**. Push it open and take the much needed Soul Sphere.

Whatever you do, don't fall into the slime. There is no way out of it. You fall in, you die.

The long hallway leading to the north end of The Fusion Power Plant is flanked by Imps behind cages. You can deal with them before venturing into the hallway. Standing near the entrance to either side, you should be able to blow away the Imps on the opposite side of the hallway. Then move to the other side and repeat the process. You can also choose to blaze to the north end of the hallway and deal with the Imps from that side.

As you reach for the Medikits, you will set off trigger **7**, which opens door **7**, revealing a circular room with circumferencial stairs. In the center of the room, among other items, you'll find a plasma gun and some plasma cells and even a bulk cell. As quickly as you can, grab the plasma gun, power packs (maybe the green armor), spin around, and *fire!* Keep spinning, and keep firing until every cretin lies dead. This is an effective method for securing this room. You can also attempt to take out several enemies before setting foot inside.

After sweeping the monsters in the circular room, climb the stairs. Open the rusted metal door and greet the Imp who got away with a slug

across its reptilian face. Enter the green marble room and flip switch **8**. The green walls collapse, revealing a large room flooded with tainted blood. The pernicious liquid and the hostile inhabitants make this room a foreboding challenge. Thankfully, this room also houses an Invulnerability Artifact, a blue armor, and other beneficial items. There are also four teleporters in the blood room.

Step off of what used to be the green marble room, and bear southeast into the blood room. Shoot through any beast in your path toward the Invulnerability Artifact centered on a small square platform near the southeast corner. Grab the sphere, then make everyone in the room pay dearly.

If you fail to do away with the monsters quickly, many loathsome creatures might wind up teleporting out to all sorts of destinations, making your clean-up operation all the more difficult. The only way out of the blood room is through one of the various teleporters. However it is essential that you throw switch **9** before you leave. Switch **9**, located in the eastern-most portion of the blood room (behind the blue armor), opens secret door **9** at the end of the hallway on the southwest side of the Fusion Power Plant. The switch behind door **9** marks the exit to this level.

After throwing switch **9**, teleport out of the blood room (it doesn't matter which teleporter you use), and return to the levels' opening room. You are now poised to explore the north wing of the installation.

Exploring the south wing: Access the top floor above the main entry room, and drop into the space between the metal slab and the southern red door. Open the shield behind you and then throw the door open too. You'll be looking at a small, angular, gray/green stone room with a tiny box centered



on the floor. (This room may serve to provide a clue to players who haven't figured out the secret of the computer control room.) Walk south into the room, and step on the box. Then retreat just as quickly to the main entry room. The box acts as trigger **10**, which lowers the wall directly in front. Start blasting as you run backwards to the safety of the main room. If you make it past the shield, you will then be able to blast the ghastly creatures as they swarm toward the door.

When the killing has subsided, press farther south into the open-air box room. To complete the remaining portion of the Fusion Power Plant, your next goal should be to obtain the yellow card and a rocket launcher.

Taking the yellow card to complete the level: The door in front of the Invisibility Blur opens into a darkened room that resembles a forest of square pillars. This type of architecture is perfect for dispensing or receiving punishment. Of course, you want to do the former. Climb the boxes outside the door and take the Invisibility Blur first. Then push open the door and behold the unreachable rocket launcher on top of a platform.

Hug the north wall (to your left) and ready the chaingun or the plasma rifle. You'll have to deal with various Imps and Sergeants as you work your way to reach the yellow card and the teleporters near the room's north wall. Take the card first, but beware that as you do so, you will be crossing trigger **11**. This causes two pillars to drop just south of your location. Each pillar holds a bloodthirsty Imp. So begin firing and retreating to safety as quickly as you spot the Imps' legs.

As for the teleporters, they are mostly optional. Each of them leads to a different location up in the ceiling, on top of a carefully chosen pillar. If you approach the teleporters from just the right angle, you'll be able to access the rocket launcher (the one that seemed inaccessible when you first entered the room) and two boxes of rockets.

With the yellow card in hand, exit the pillar room the same way you came in. Then head west through the open area, and open the latch. Make minced meat of the Sergeants and Imps in the large ooze pool room. Cut across the ooze and grab the blue armor in the center. Proceed west to the yellow door, switch to the rocket launcher, and throw the door open. Release two or three rockets to pulverize the rushing Sergeants

and Imps. Then go through the yellow door. If you need the extra health and armor, zigzag your way to visit each of the small cells flanking the hallway to pick the health potions and spiritual armor.

When you reach the end of the hallway, look at the north wall to find the exiting switch. If the switch is blocked, it can only mean one thing: You didn't throw switch **9** back in the northernmost room of the Fusion Power Plant. Best of luck to ya.

UNCOVERING THE FUSION POWER PLANT'S SECRETS

Most of the secrets have already been revealed in the step-by-step section. However, there's another secret you might want to know about. The southern door in the open room (south of the main entry room) opens into a tall cylindrical room with a platform in the middle and a connecting bridge. There are several artifacts in the central pillar, which, if you're an exceptional player, will give you an edge in the game. But for the average player, setting foot in this room will most likely result in health, armor and ammo deficits. That is, *if* the player survives.

The clue to this room is as follows: Bridges have been known to collapse, and no one really knows whether terrible trolls live beneath them.

DESIGNER NOTES FOR THE FUSION POWER PLANT

Originally released as **CHRISK12.WAD**, this is the largest of all the ChrisK levels—speaking strictly in terms of bytes (roughly 137,000, where most of the others weigh in at just under 100,000). I've heard many designers speak proudly of the massive hunks of hard disk space required to store their files. Comments like "My file is up to 300K" or "My level has umpteen-thousand vertices" sounded impressive to me when I first got into level design. But, as I became more experienced, those boasts simply fell flat.

— *continued*

I'm more interested in the designer who creates something interesting, while economizing on those things which either take up too much disk space or slow down game play. For example, the room of which I'm most proud appears in level 6 of this episode. The "crusher" room is a huge, open-air section with a giant, solid steel crusher suspended from four "spider-leg" supports. Oddly enough, it's one of the most elaborate rooms I've ever designed (perhaps *the* most elaborate), but it uses very few vertices and lines.

And on an unrelated point, my wife, Gerrilynn, created the first ambush in the long, brown, "blinking lights" hallway—the first and last contribution she ever made to any of my WAD files.

— C. Klie

JOVIAN DEUTERIUM PLANT

If breaking into the Fusion Power Plant posed a few challenges, breaking *out* of the Jovian Deuterium Plant might seem nearly impossible. Don't think that you can just waltz through this level and reap its bountiful rewards. Nothing like that. Penetrating the Jovian Deuterium Plant takes real work and plenty of sweat. And after you think you've uncovered every secret and canvassed the entire plant, well, think again. Without the blue card, you're doomed to perish inside the impenetrable walls of the Plant. To make things worse, although the blue card is clearly visible and mere yards from the exit, it remains inaccessible. You have to find a way to lift the heavy concrete pillar under which it lies. Obviously, if he couldn't keep you out, the Plant's facility administrator intends to keep you in. After all, deuterium is not a substance you want to toy with. Obviously, the Plant's architect intended to bar perpetrators from contaminating other structures beyond the walls of this facility.

Like the two previous levels, the Jovian Deuterium Plant adheres to a highly geometric design characterized by a network of regular shapes, square chambers, and only a couple of non-perpendicular angles.

GENERAL STRATEGY FOR THE JOVIAN DEUTERIUM PLANT

Be on constant alert, and maintain a heightened awareness of your surroundings. Many of the switches on this level activate doors and platforms in remote parts of the complex. For this reason, you should always consult your Automap (by pressing the Tab key). Get familiar with its layout and then look for anything new or different after pressing a switch. This is the key to success.

You're in for a slug-fest. Grab every form of protection within sight and arm yourself to the teeth. If you're smart and resourceful, you may overcome the odds, infiltrate the deuterium processing area, and eventually disappear like a thief in the night.

JOVIAN DEUTERIUM PLANT: LIST

Chockfull of switches, this level is probably the most interactive of all Callisto missions. Keep your eyes open for a whopping 24 switches, 11 triggers, 15 doors, 12 platforms, and 3 teleporters. Useful artifacts include: 3 security cards (1 blue, 1 yellow, and 1 red), 1 shotgun, 8 boxes of shells, 1 chaingun, 5 ammo boxes, 1 rocket launcher, 5 boxes of rockets, 2 bulk cells, 1 Security Armor, 1 Combat Armor, 6 Stimpacks, 15 Medikits, 1 Blur Artifact, 1 Invulnerability Artifact, and 1 Soul Sphere.

STEP-BY-STEP THROUGH THE JOVIAN DEUTERIUM PLANT

Getting the yellow card: When the level opens, you'll be standing in an oval room with doors to the north and south and long windows to the east and west. Each window overlooks an outside courtyard. Right in front of you, you'll notice a yellow card sitting on top of a pillar. Your first goal should be to get it. Without it, you won't be able to open the yellow door at the north end of this room. Walk around the pillar and throw switch 1. The switch opens the narrow metal door at the south end. As you get around the pillar, you'll be immediately spotted by a few Imps and Sergeants in the flanking courtyards. To avoid being shot from

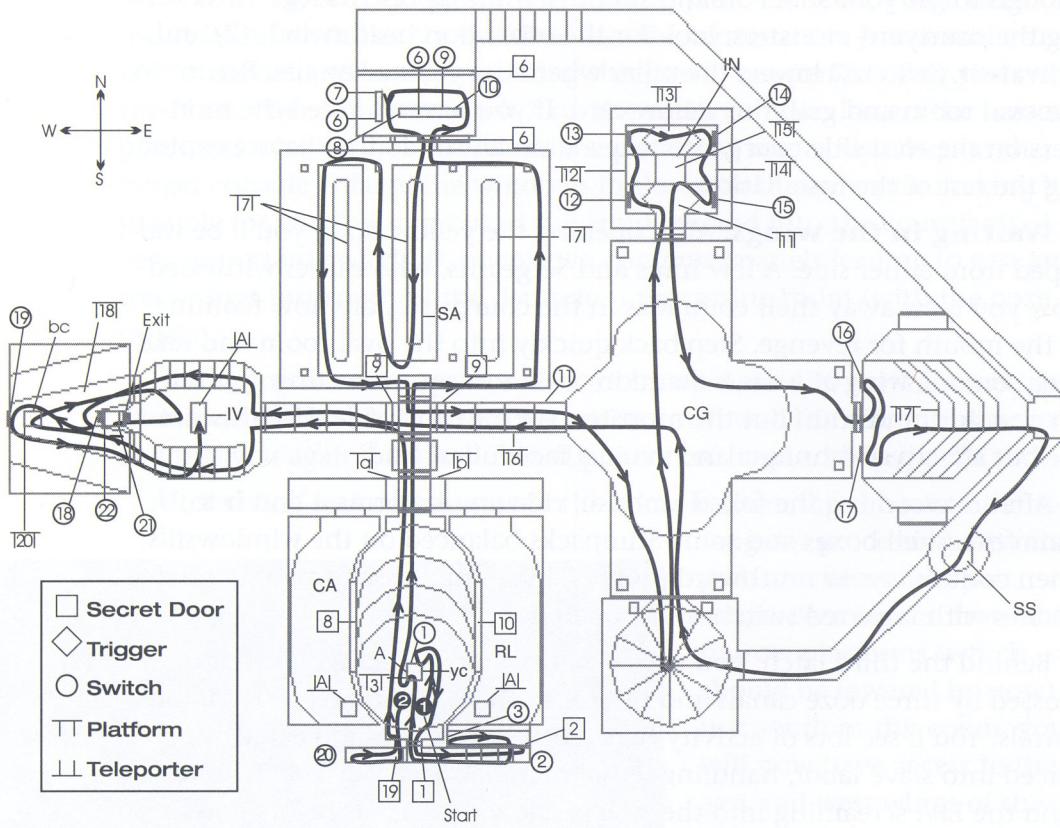


FIGURE 4.3 Level 3: Jovian Deuterium Plant Blueprints

both sides, take refuge behind the pillar and concentrate on taking out the monsters from one of the courtyards at a time. Or if you prefer, run south toward the opening narrow metal door and avoid a confrontation right away. Enter the narrow hallway and blast the approaching Imp moving up the stairs from the east side.

At the east end of the dark hallway, you'll find the lion head switch **2**. This switch lifts the north wall of the narrow corridor exposing you to the beasts in the courtyard, if you didn't kill them from inside the oval room. It's a good idea to throw the switch and run backwards to get out of the line of fire. Then you can pick your shots by venturing in just

enough to get your shots off and shoot at your opponents legs. After offing the courtyard monsters, look for the other lion head switch (2) and activate it. Switch 2 lowers the pillar where the yellow key sits. Return to the oval room and grab the yellow card. If you haven't killed the monsters on the west side courtyard, take a moment to do that before exploring the rest of the installation.

Waiting in the wings: After opening the yellow door, you'll be walloped from either side. A few Imps and Sergeants, who earlier witnessed how you blew away their comrades in the courtyards, are now foaming at the mouth for revenge. Step back quickly into the oval room and take them on one wing at a time. Stand in the doorway, protecting yourself on one side, and snuff out the monsters on the other side. Use this simple but effective technique and avoid a face full of lead.

After overcoming the foiled ambush, ride up platforms **a** and **b** to claim two shell boxes and some Stimpacks balanced on the windowsills. Then continue your northward progress by going through two successive latches with large red switches. Hit open door **4**.

Behind the third latch, you will run into a large rectangular room crossed by three ooze canals and littered with dozens of explosive toxic barrels. You'll see lots of activity here: Former Humans and Sergeants forced into slave labor, handling lethal materials in a way that would send the EPA screaming into the streets. Blow the barrels before entering the room. If you can wait until the Sergeants and humans get near them, your mop-up job will be cut short.

Rush the room. Move quickly, and stay frosty, marine, because Sergeants and Imps can hide behind any one of eight rusted metal supports. After thoroughly combing the room, move north toward window opening into a computer control area. Poke your rifle into the window and wage a smart shoot-out against the aliens inside the room.

Six terminals, one room, and no waiting. Now, that's net-working! The computer control room is loaded with hidden switches unlike any that Doom players might be accustomed to. Upon entering the room, you'll encounter two free-standing computer consoles containing a total of six terminals. The two terminals on the small east side console act as switches **6** and **7**. The other larger console has four switches

on it, **8**, **9**, **10**, and **11**. To successfully complete the level, you'll need to use at least five of the six switches. Use the terminals as you would ordinary switches and some interesting things will happen in other parts of the Plant. For example, switch **7** on the small console, lowers the narrow platforms over the ooze canals of the preceding room. Switches on the longer console enlarge the windows in the initial entry room, making it possible for you to jump out of the windows and into the courtyards. A very important switch, **9**, opens two computer panels leading to east and west wings just south of the deuterium processing room (with the ooze canals).

Unless you want to up your kill ratio toward the 100 mark, you might wish to avoid switch **7**. It lifts the entire north wall of the control room and pits you against a small mixed platoon of Imps and Sergeants.

After taking care of business in the console room, head back to the rectangular processing area and

grab any items that you might deem useful from the narrow platforms (which should be lowered by now). Just south of this room, you will now have access to the east and west wings of the plant. There will probably be one or two vile creeps to your immediate right (west), who you'll want to polish off before moving on. Do away with the cretins, and head east soldier.



As you approach the wide, open-air, cloverleaf arena, you'll notice switch **11** to your left, on the north wall. This switch raises a sunken area in the room at the north end of the courtyard, allowing its Imp inhabitants to have access to the open area. For this reason, you may want to avoid throwing the switch just yet. For the moment, concentrate on securing the cloverleaf arena. This might be more easily done from whatever safety the hallway affords you. When the coast is clear, run to the

arena's center and grab a chaingun, ammo box, and any health you might need. Your next goal should be to get the red skull key.

It's as easy as pie: The red skull key sits on top of a circular platform behind the door at the south end of the courtyard. It's plain to see as soon as you open the door. And without any monsters around, it looks too good to be true. It is. The red skull key is actually the converging point of several triggers which collapse the floor in 10 pie-like sections, plunging you to the bottom where you must contend with monsters in every corner. Avoid unnecessary bloodshed by entering the room slowly and carefully. If you're cautious and light enough on your feet, you can actually sneak in, grab the red skull key, and back yourself out of the room without setting off the collapsible floor.

Add four bulk cells to your supply: Head for the room at the north end of the courtyard. Throw the door open and pummel the four Imps inside the room. These guys should be sitting ducks because each one stands on a small platform over red ooze below. Go back to the hallway leading to the courtyard and throw switch **11**. This will raise a small platform inside the room with the bulk cells. Back in the room, move to either of the first set of switches on the platforms and throw it. Additional floor sections will rise so you can move around and claim all the bulk cells. After you've picked up the red skull key, you might want to visit the room behind door **9**, just north of the cloverleaf arena. When the central platform raises from the ground, it gives you a pleasant surprise in the shape of a Blur artifact.

Behind the red door: Invisible and loaded with plasma juice, you're now ready to face what lies behind the red door. After you walk east through the red door, you'll find you've dropped down into a room with no apparent way out. You'll also be surrounded on all sides by a mob of Imps, some of whom are high upon the north and south walls. For this reason, you might want to annihilate as many Imps as you can before going in. Once inside, face west, and locate the green skull switches **16** and **17** on either side of the door. You'll need to throw both switches to complete the level. One switch raises a staircase leading to the deuterium plant's west wing (which you have yet to visit) while the other switch raises a set of stairs immediately east, allowing you to exit the area via the slime trench which flanks the entire east side of the Plant.

Climb the stairs east to the slime trench, and jump in—there is no other way out. You can take a left or a right as the trench bifurcates into northwestern and southwestern directions. If you go north, you'll have to travel a long way in the ooze and emerge in the room north of the computer console area. If you go south, the ooze does not stretch as far and you can also claim a Soul Sphere. The choice is clear: follow the southwest path to its end. You'll run into the Soul Sphere and eventually into four rocket cases which lead back to the pie-like platform room that once held the red key. You'll drop down right through the vines and into the dreaded pie lift room.

Work your way back north, out of the pie lift room and into the cloverleaf arena. Then dash up the stairs of the hallway and continue west to the opposite wing of the plant. You'll drop down into another hallway, this one containing three platforms in succession. Lower each platform as you go. You'll stumble onto a room with a teleporter in its center and staircases along the north and south walls. The blue exit door will be clearly visible behind the teleporter (where an Invulnerability Artifact rests). Each staircase leads to a red door. Both doors lead to the room housing the final blue card.

Dismantling the bad guys in this room can be tough. One effective technique is to ready the rocket launcher and unload two or three after lowering the last of the platforms without entering the small open west wing area. Eventually, enter the room and claim the Invulnerability Artifact. To do this you will have to stand on the teleporter. This will put you back in the initial entry room. Rush back to the west wing so as not to waste an instant of your god-like condition. Climb the staircase, open the red door, and behold the blue card under a heavy concrete pillar. Throw switch **18** wedged between the two red doors and prepare to pour some serious plasma over the Imp ambush as the floor you stand on drops a whole level to a veritable Imp lair.

Put away the Imps and find and activate switch **19**. This switch opens door **19** way back in the entry room. Behind door **19**, you will find yet another final and crucial lion head switch, **20**. Wait for the floor to rise again and jump back in the teleporter. (Should the floor rise while you are on the wings of the sunken area, just push against its metal surface to bring it down again.)

Back in the entry room, go into the southwest end of the narrow corridor. Crush the rushing Imp and run past his corpse to throw switch **20**. Then its back to the small west courtyard. Again, climb the stairs, and grab the blue door, which should now be completely accessible. Run back out, jump near the blue door, and throw it open. You will fall into a small area facing the last and final switch to this level.

UNCOVERING THE JOVIAN DEUTERIUM PLANT'S SECRETS

Remember the windows in the entryway, and how you couldn't access the rocket launcher and blue armor beyond? Remember messing with the terminals in the computer control room? Well, one of the control room terminals actually lowers the entryway's windowsills just enough to let you pass. You might consider returning to the entryway immediately after visiting the computer control room, because a little stroll outdoors could dramatically improve your chances against whatever beasts remain in the facility. Don't worry about getting back inside. A set of teleporters in the each courtyard deposits you back inside the initial entry room.

DESIGNER NOTES FOR THE JOVIAN DEUTERIUM PLANT

Originally released as CHRISK13.WAD, this mission represents my first attempt at a more fully integrated level. Whereas my previous levels began in some central location and then branched out in separate directions, The Jovian Deuterium Plant has a more "together" feel because many of the rooms are accessible from more than one location. For example, the "pie lift" room is accessible from both the arena and the slime trench running southwest from the easternmost portion of the map. So, too, can the computer control room be accessed from more than one location.

— C. Klie

JUPITER PLANETARY CONTROL CENTER

Unlike the Jovian Deuterium Plant, the Jupiter Planetary Control Center is a straight-ahead romp. With fewer architectural puzzles, you can safely deactivate the higher thinking areas of your mind and let the reptilian brain take over. This is your chance to stomp and maim the way God intended it. Without a tight security system, you can venture deep into the Control Center. Obviously, UAC's most sophisticated security systems were reserved for the preceding levels. UAC was wrong to assume no one would be able to venture this far.

JUPITER PLANETARY CONTROL CENTER: LIST

This level holds 11 switches, 16 doors, 9 platforms and 2 teleporters. Useful artifacts include the following: 1 chainsaw, 1 shotgun, 1 box of shells, 1 chaingun, 2 ammo boxes, 1 rocket launcher, 3 boxes of rockets, 1 plasma gun, 5 energy cells, 2 BFG 9000s, 3 backpacks, 1 Security Armor, 1 Combat Armor, 5 Medikits, 2 Soul Spheres, 1 Invulnerability Artifact, 1 Computer Area Map, 1 yellow card, 1 blue card, and 1 red card.

GENERAL STRATEGY FOR THE JUPITER PLANETARY CONTROL CENTER

Intense combat is the order of the day at the Control Center. If you are smooth and accurate, this level presents you with ample opportunities to showcase your abilities. You'll find yourself dashing across open spaces, ducking back behind corners, and spinning around to nail your would-be assailants. Unleash your "killer instinct," but do retain some measure of control.

STEP-BY-STEP THROUGH THE JUPITER PLANETARY CONTROL CENTER

In the beginning: You start this mission trapped in a small open-air patio with a closed door in each of the four cardinal points. From the word go, you'll be under pressure. Depending on your level of difficulty,

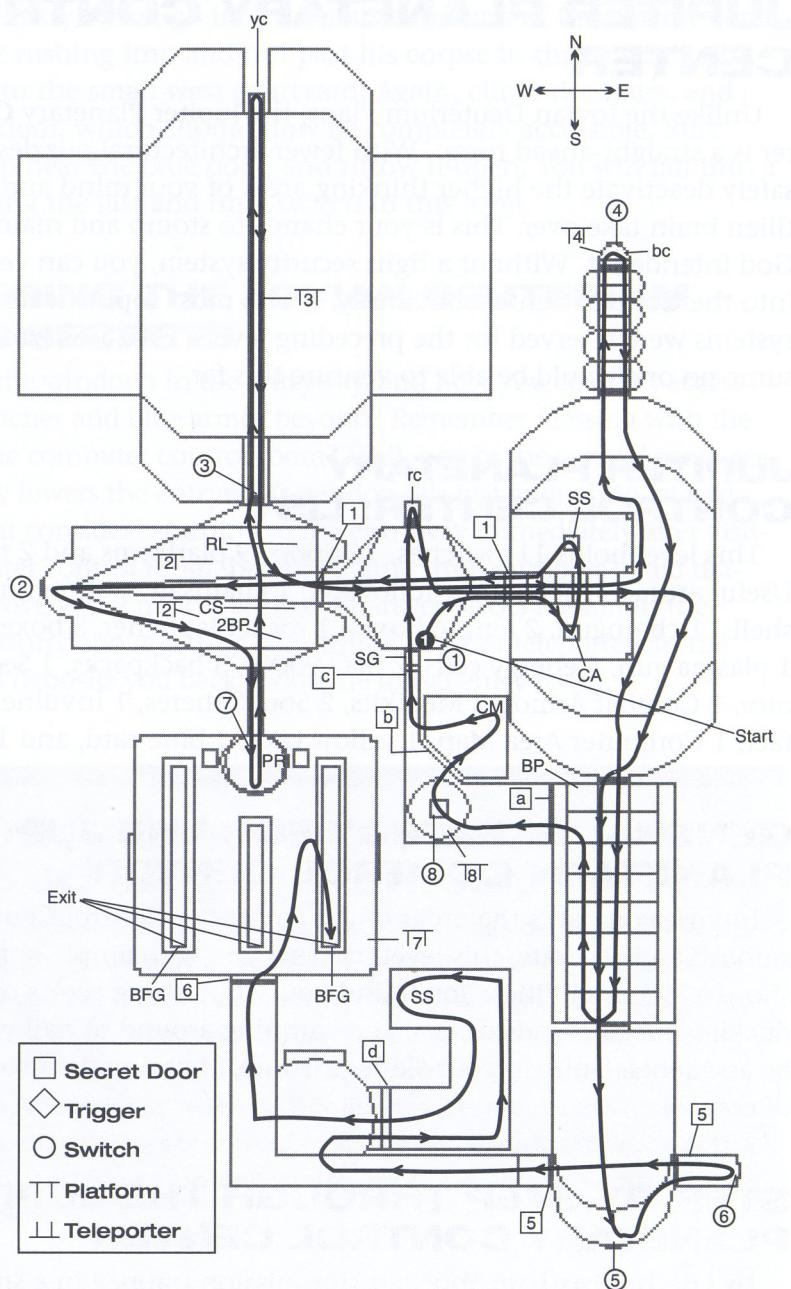


FIGURE 4.4 Level 4: Jupiter Planetary Control Center Blueprints

a Sergeant and an Imp will converge upon you like a deadly hot-dog bun. You don't want to be the weenie in the middle, so waste not a second and spread a bit of lead on each one.

Although the blue door to the north is marked as an exit, it is not one. But this door does contain the red card, without which you won't be able to access the southern half of this installation. Push open the latch on the south end. Inside you will find a shotgun and switch **1**. Throw the switch to open the east and west doors. Now, let's rock.

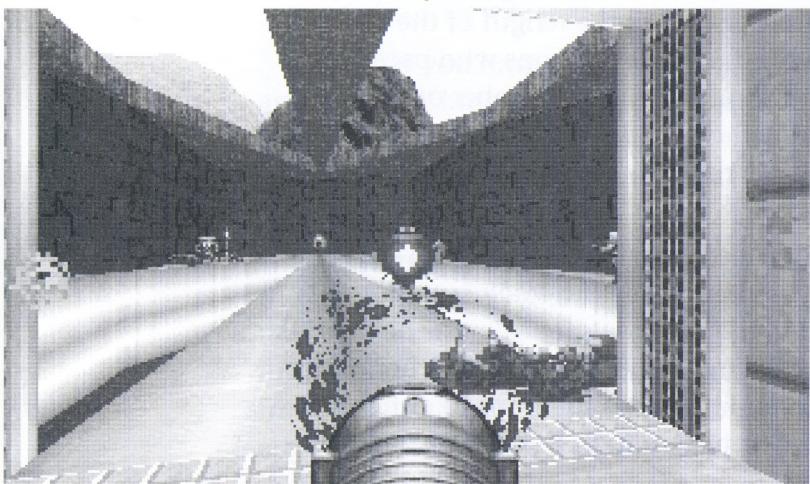
The red chamber to the west appears to have been redone by Satan's own interior decorators. This long, red brick enclosure seems rather ominous and uninviting with its angular skylights, silver floor, and a narrowing catwalk with a lethal pool of blood on either side. Needless to say, the room crawls with malcontent Sergeants and angry Imps. The vine chamber to the east has fewer monsters. But, unlike their comrades to the west, these monsters will venture out into the entryway, posing a more immediate threat.

Take care of any Sergeant of Former Human that steps out from the eastern room. Then walk inside the room, but don't go downstairs yet. Instead, locate the small, square pits on either side of the stairs. Jump in. Though you can't see what's at the bottom, something good awaits you. The pit south of the stairs holds a Combat Armor; the one to the north, a Soul Sphere. Each pit has a switch you should throw to climb out.

Now that you have tons of armor and the health of two men, leave

the vine room to confront the creepy creatures in the west Hell room of sorts.

Eliminate as many monsters as you can before venturing down the catwalk. A nice spread of rockets should definitely help turn downward the population curve in the chamber. Venture carefully down the catwalk, heading west toward the red skull switch at the other end of the



chamber. Be especially careful on the catwalk as it narrows to a point. An Imp fireball could easily knock you into the deadly pit below.

Switch **2** (in the shape of a red skull) raises the pit floors out of the blood, enabling you to move freely about the room. When the pits reach floor level, snatch up the rocket cases and other goodies. Then turn your attention to the metal latch along the south wall. Enter through the narrow hallway and grab the plasma rifle in the middle of the circular platform which overlooks a computer control room below.

A few Lost Souls and Cacodemons will spot you and attempt to stop you. Don't hang around to slug it out. Rather, exit back to the red chamber, where you can find shelter behind the metal latch and pepper the monsters methodically and at your leisure.

A thin line between you and six Cyberdemons: After taking the plasma gun it's time to face the deadly chamber to the north and perform a most delicate maneuver. You must venture into this chamber to obtain the yellow card. Open the metal latch on the north wall of the red chamber and plaster the Former Human near the entrance. Don't be lured by the sight of the bulk cells and the Invulnerability Artifact. This chamber is by far the largest and most dangerous of any other in this mission. The huge pit at the bottom is filled with electrically charged water. But that's nothing compared to the small platoon of six Cyberdemons lurking below.

This is another suitable situation for a rocket onslaught. Throw the door open and send a stream of rockets across the length of the vast chamber. You want to connect with the hordes of Imps who pace impatiently at the other end. After knocking out a good number of Imps and other undesirables, go in. As the latch closes behind you, turn to face it and throw switch **3** to raise the long, narrow catwalk that gives you access to the yellow card.

When the bridge is completely raised, you'll be able to step across without being spotted by the Cyberdemons below. Walk over the cells and take the Invulnerability Artifact. Then step carefully on the catwalk. You want to avoid being hit by Imp fireballs. If you fall in either pit below, you're as good as dead. You can knock out the Imps to either side of the catwalk if you only venture in just enough to get a fix on them

and spray them with bullets. When the moment is right, step across the catwalk and grab the yellow card. Turn around and return to the red chamber.

If you weren't successful in disposing of the Imps initially, pay little or no mind to them as you head back. You want to cross the bridge while you're still invulnerable. This means you won't have much time to battle Imps. (Besides, the huge size of this room makes it harder for the Imps to heave fireballs with much accuracy.) You'll be able to cross the bridge in either direction while taking few (if any) hits.

Taking the blue card and waging battle in the vine room:

With the yellow card in hand, your next goal is to wrestle loose the blue card in the vine room and to kick more hiney along the way. Enter the vine room, descend down the stairs and turn north. You will come upon some opposition as you reach the bottom of the stairs. Find the small entrance to a metallic gray corridor that appears to be completely void of any interest. In reality this hallway is highly interactive and also boasts the blue card, which you definitely will need.

You'll want to get as much of a running start as you can. With your plasma gun in hand, run to the end of the hallway. The last platform will drop you in front of a yellow door. Open the yellow door the instant you can touch it. Snatch the blue card, turn around quickly, and fire! Spray as much plasma energy as you can until every imp lies dead. This crash and burn approach is effective, albeit somewhat brutal. (Should you get stuck at the bottom of this hallway, push switch **4** to lower the platform.)

Now that you have the blue card, go back to the initial entry room, and open the blue door marked "Exit." Inside you'll find the red card. Now go back to the vine room and find your way to the latch along the south wall. If you thought the metal lift room was tough, wait 'till you see what awaits inside.

Conquering the south wing of the Control Center: To infiltrate the southern wing, you must first dispense with some very tough opposition in a dark chamber covered with three rows of stairs. A set of ascending stairs splits the room. On either side, another set of stairs ascends from the south to the north wall. Except for the computer panels, which are well lit, this room is pitch black. Monsters will be ready to pounce on

you from all directions, and it'll be tough to see them. Before storming in, knock off as many critters as possible from outside the room. And if you survive the stair room, you'll be ready for the "blood soup" room, and, ultimately, the computer control room.

Blood soup anyone? The latch at the south end of the dark room opens into a room covered by deadly, green ooze. Before long, however, serious blood spillage will turn the murky green liquid into a thick, blood-red soup of sorts. This room is packed with enemies. As you throw open the latch, back out immediately and let the rockets fly. You should be able to take all monsters before you venture in. When the smoke clears, wade through the green and red mess at your feet until you reach the south end of this chamber. Locate switch **5** on the room's southern-most wall. This switch opens doors **8** at the east and west sides of the chamber. Imps will emerge from behind both doors, but you'll probably want to combat the ones approaching from the east as there'll be more of them. Locate switch **6**, in the eastern hall and activate it. This switch opens door **6** to grant you access to the computer control room.

Head west past the small computer station, and enter the dark computer control room. Meet any opposition with the normal courtesy and find your way to one of two teleporters near the north end of the room. Either teleporter will send you inside the central free-standing computer console. Look for the switch at the south end and flip it. You're now on to bigger and scarier things.

UNCOVERING THE JUPITER PLANETARY CONTROL CENTER'S SECRETS

There are some very nice secrets in this level that we saved for the end.

Due south of the red chamber: Up above eye level, immediately behind the south door that opens into the computer control room, you will see the bottom portion of switch **7**. Stand beneath the switch and hit Spacebar. This causes the entire floor below to raise to the same level as the free standing computer panels. This will enable you to access either of two BFGs (plus a boatload of bulk cells) as you near the end of the level.

In the stair room: The northwest computer panel is actually secret door **a**. Behind it you'll find a couple of Imps standing guard and one more perched on top of a circular pillar surrounded by a pit. The shotgun is a good weapon here. Blow away the Imps, and jump down into the pit, where you'll find a chaingun and an ammo box. Throw switch **8** to raise the floor so you can move on.

The half wall just north of the pit is another secret door, **b**. Push this door open to claim the Computer Area Map inside. The narrow hallway heading north ends on a third secret door, **c**, which takes you back to the initial entry room.

Beyond the “blood soup” room: Beyond secret door **d**, near the south end of the Control Center (in the semicircular set of computer panels), you will gain access to a room that looks like the inside of a computer. For Space Odyssey 2000 fans, this will bring back memories of Dave's dismantling of HAL. Inside this techno-creepy chamber, you will find two bulk cells and a Soul Sphere.

DESIGNER NOTES FOR THE JUPITER PLANETARY CONTROL CENTER

Originally released as CHRISK14.WAD, this level represents a change in direction for me. Whereas my previous levels involved considerable thinking and problem-solving, CHRISK14.WAD was intended to be a much more straight-forward experience. Find a few easily accessible keys, kill a bunch of monsters, and leave. My thinking was—especially after the release of CHRISK13.WAD—that I'd have to ease up a bit on the puzzles. Especially if I wanted to hold the interest of the average player. And when I refer to the “average player,” I lump myself in that category.

— C. Klie

WEAPONS RESEARCH CENTER

Don't let its unassuming size fool you. Though it is the smallest of all Callisto levels, the Weapons Research Center is also among the toughest to crack. You are in for some bruising battles. In addition, this level will test your intellect with its puzzling devices and strange constructions. This mission lets you uncover some early UAC experiments which eventually resulted in the spillage of hellish denizens into our universe. In the terrifying "teleporter trials room," for instance, you get a glimpse of accelerated teleportation experiments. Another baffling room in the Weapons Research Center reveals a lab holding entire rows of Soul Spheres. This suggests some kind of development or manufacturing process. Could these spheres actually contain the souls of fallen comrades? You shudder to think.

WEAPONS RESEARCH CENTER: LIST

This diabolical facility contains 9 switches, 10 doors, 8 platforms, and 20 (yes, 20) teleporters. Useful artifacts include: 1 shotgun, 2 boxes of shells, 2 chainguns, 4 ammo boxes, 2 plasma guns, 1 BFG 9000, 5 bulk cells, 1 Security Armor, 1 Combat Armor, 1 radiation suit, 3 Berserk Packs, 2 Invulnerability Artifacts, 12 Soul Spheres, 1 pair of light amplification goggles, 1 computer area map, 1 red card, 1 blue card, and 1 yellow skull key.

GENERAL STRATEGY FOR THE WEAPONS RESEARCH CENTER

Expect the unexpected. In this level, few things are what they appear to be at first. Take a little extra time to experiment. Step on every teleporter and take mental notes. Test every wall. It might actually be a door or a lift. Be ready to fight hard and smart. This center appears to be a focal point of sorts—perhaps an actual gateway from Hell—and Hell's toughest beasts roam about the facility in large numbers.

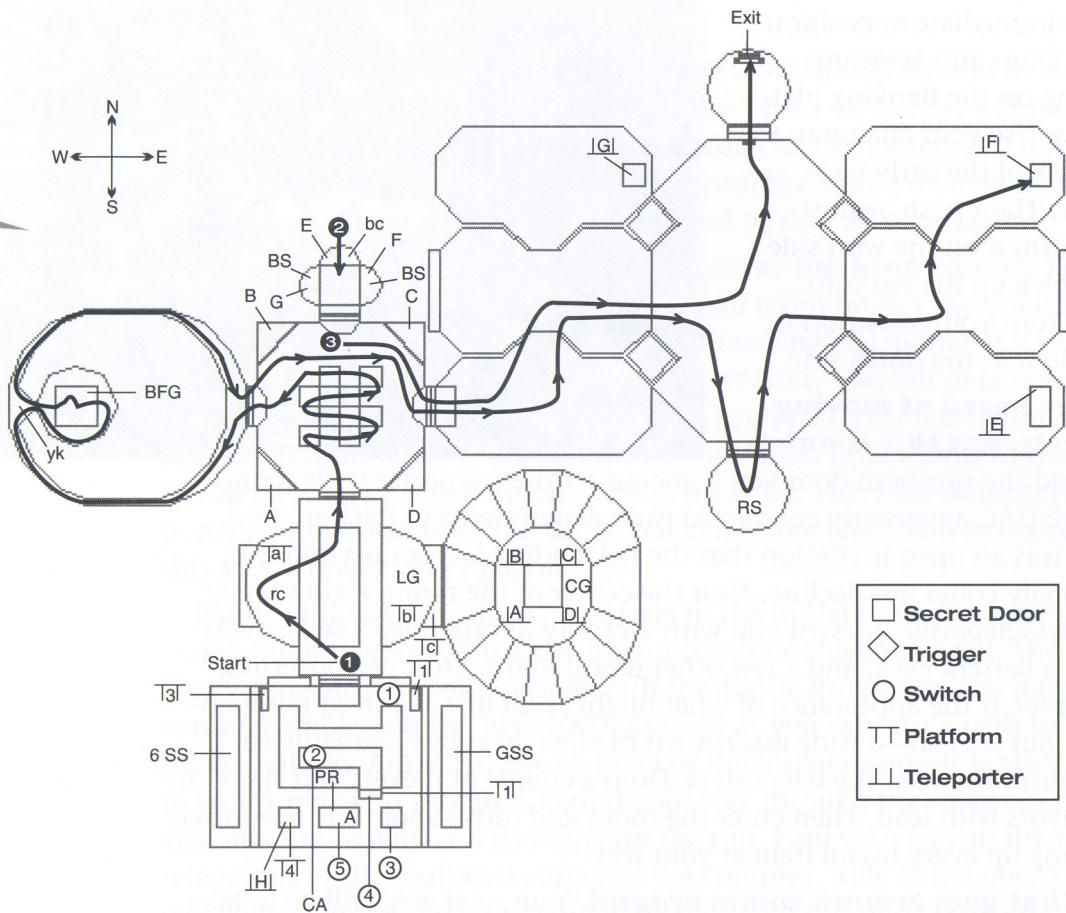


FIGURE 4.5 Level 5: Weapons Research Center Blueprints

STEP-BY-STEP THROUGH THE WEAPONS RESEARCH CENTER

You start this mission in a rectangular room flanked by tall platforms on either side. There are doors to the north and south of your position. But the southern door requires the red card to open. If you are playing in

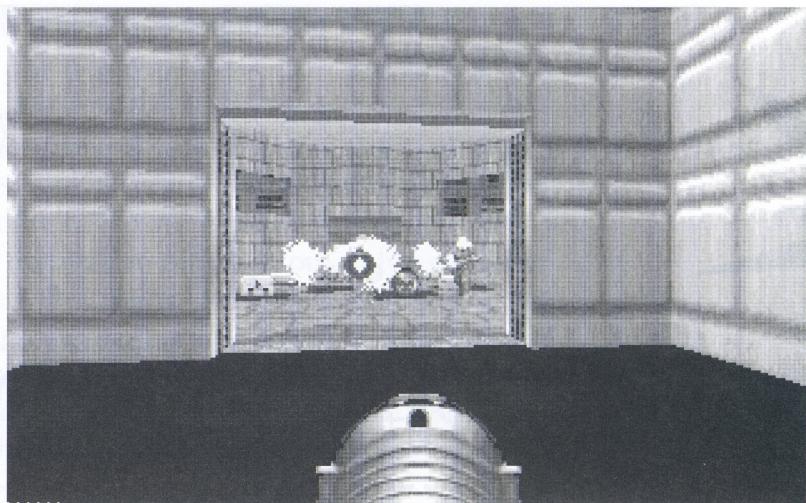
Ultra-Violence, you will meet immediate opposition from Imps and Sergeants pacing on the flanking platforms. Use your chaingun to dispose of the early resistance. Then push against platform **a** on the west side and pick up the red card. Now turn your attention to the door at the north side.

I've heard of moving targets, but this is nuts!

Behind the northern door you'll encounter the teleporter trials room, where UAC apparently conducted early experiments in teleportation. This was an open invitation that the hellish fiends from beyond the Anomaly could not decline. Near the center of the room, eight closely spaced teleporters present you with a variety of offerings: a Security Armor, a Berserk Pack, and a few other useful items. Most disconcerting, however, is the appearance of what might seem like a grotesque apparition. But it's real—a wide assortment of alien creatures bouncing back and forth between the teleporters. Drop a couple of rockets and spray the survivors with lead. Then enter the room and move about the teleporters picking up every useful item at your feet.

What goes around comes around. Your next goal will be to take the circular ledge room, behind the west side door. This room houses the yellow skull key and a cool BFG. This room is essentially a large, open ooze pit with a narrow ledge at its circumference. The yellow key is not visible from the entrance. It sits behind the BFG. You will have to crawl around on the ledge to the other side of the room to get the goods. But first, you should take care of the Imps below before they get the best of you.

A good technique to avoid having your legs torn from under you is to walk going backwards along the ledge. This gives you a clear view of the



Imps below. The recommended weapon for this maneuver is the plasma gun, of course.

Secure the yellow skull key. To get the BFG 9000, step around it, and then get on the teleporter from the east side of the BFG. That will put you dead center between the teleporters. You can then safely reach for the BFG. (If you approach the teleporter from the west, you'll wind up outside the circular room and will be forced to start all over again.)

Getting the blue key in the “teleporter bucking room”: The chamber directly north of the teleporter trial room houses the essential blue card and other useful items. But the “bucking” teleporter at its entrance will send you right back outside every time. You can only enter this room and claim the goods indirectly. Equipped with the yellow skull key, you'll want to enter the complex of the blood floor rooms in the northeast wing of The Weapons Research Center. There are some key teleporters in this area as well as the actual exit to the level. But, as expected, this area is under heavy guard.

Before jumping in, pelt the monsters in the initial room from the threshold of the door. Then run in and continue slugging it out. The heavy concentration of monsters calls for drastic fire power. You might consider employing the BFG 9000. As soon as you can, cut a path to the Invulnerability Artifact at the east end of the initial room—it is essential to your survival in this area. Pound your way through the rooms in this area moving rapidly and shooting on the run. Find your way to the twin teleporters at the southeast corner of the complex. Ride either one. You will emerge inside the room where the blue card is found. Take a step back from your position to ensure that you do take the key. Exit the bucking teleporter room by stepping on any teleporter inside the room. You will always land just outside. Now that you have the blue key, you can go back to the complex of sunken rooms.

You now have everything you need to successfully complete the mission. Locate the yellow door along the north wall of the large blood room and run in. You'll be greeted by the sight of the last and final blue door. Crack it open. You've won.

UNCOVERING THE WEAPONS RESEARCH CENTER'S SECRETS

Here are a few extra secrets that were not covered in the step-by-step section.

Mass-produced Soul Spheres: Lower platform **b** and you'll discover a pair of light amplification goggles. Now you're ready to tackle the laboratory to get a load of the alleged Soul Sphere assembly lines. Open the red door just south of your initial entry spot. Drop into the lab below. You will run into a few Sergeants in the confined corridors of computer panels and other hardware. Make your way east toward platform **1**, which acts as one of three steel security blocks. Find switch **1** along the panel near the platform and push it. This lowers the two platforms labeled **1**. Run past the first and continue south. Turn two quick rights in succession and, if you are fleet of foot, you should be able to run over the second platform **1**. You will be inside a narrow corridor with a Combat Armor at its end. Behind the armor you will find switch **2**. This switch lowers the laboratory's eastern and western metal walls, revealing two neat rows of Soul Spheres.

To exit from the lab, activate switch **3** on the south wall of the southeast pillar. This lowers platform **3**, the northwest security block, allowing you to access the platform that takes you up and out the red door.

More than one way to skin this cat: There's another, somewhat less "involved," way of accessing the 12 Soul Spheres. This method doesn't involve a frantic sprint through the lab, but you'll only get one shot at it. In the eastern portion of the lab, you'll find switch **4**, just north of the southeast pillar. Throw this switch to lower the southwest pillar, which will reveal teleporter **A** with a bulk cell on it.

Step onto the teleporter **A**. You will emerge inside the ceiling, on top of the central, two-man-wide, south pillar. When you emerge, you'll have an opportunity to grab a plasma gun, and to throw switch **5** to lower the pillar where you stand. As the pillar starts descending, you'll have a chance to angle yourself northeast, step off of the pillar and over the top of platform **1**. Then you can just drop inside the narrow L-shape

hallway to gain access to switch **2**, which lowers the flanking metal walls of the lab to reveal the rows of Soul Spheres.

East of the entryway: Lower the eastern platform **b**. The metal wall just east of platform **2** is also a platform, **c**. Behind this platform is a large, circular, stone room with a winding staircase. At the room's center, there is a large platform with four adjoining teleporters. The location of each teleporter mirrors the location of each Imp tower in the teleporter trials room. Step onto any teleporter, and you'll take a few monsters by surprise when you emerge. You might even "telefrag" (materialize inside) an Imp, which is always fun, making for all sorts of wet, crunchy sounds.

DESIGNER NOTES FOR THE WEAPONS RESEARCH CENTER

Originally released as CHRISK15.WAD, this level contains an invention I'm pretty proud of: the free-standing, monolithic blue key door, situated between two 8-pixel by 8-pixel poles bearing the famous DOORBLU texture (the texture ordinarily used in Doom to specify a blue key door). This door, this image, was my attempt to take greater advantage of the 3-D realm. It's an idea that would influence all of my later levels, as I would go on to create rooms with more interesting doors, and more interesting little nooks and crannies.

Where the puzzle of the lab is concerned, I wanted to create an unusually difficult puzzle with an unusually big payoff for solving it—hence the twelve Soul Spheres. I wanted to create a puzzle which would keep the player occupied, so that the smallest of my levels would still somehow capture the interest and attention of the user. My theory was, if this level's going to be tiny, then let's make it deceptively so. Let's allow there to be something intricate and compelling beneath the surface.

— C. Klie



HALLS OF INJUSTICE

Officially named the "UAC Corrections Center," this facility is one of UAC's many dirty little secrets. Originally constructed for the processing, warehousing, and rehabilitation of military criminals and assorted malcontents, the corrections center gradually became something much more sinister. Sadistic facility administrators constructed the Corrections Center in such a way as to mete out most unusual and inhumane forms of punishment, while high-ranking UAC officials just looked the other way.

After they're quickly herded through a processing area, prisoners are dropped down into narrow, radioactive trenches, and forced into either one of two final destinations. One is an ambush area where alien assassins have their way with the prisoners before offing them. The other is a gigantic open courtyard divide into four sections. Here, prisoners are humiliated as they are paraded in front of more alien torturers. An impressive structure at the center of the courtyard, commonly known as "the crusher," is reserved for particularly troublesome prisoners. The crusher, with its piston pumping action, is a massive metal structure capable of squeezing the life out of a person in seconds flat.

HALLS OF INJUSTICE: LIST

You'll need all the help you can get in this one. Don't pass up a single weapon or health aid. Every artifact you encounter will come in handy at some point. Be on the lookout for 9 switches, 19 doors, 9 platforms, and 3 teleporters. Useful artifacts include: 2 shotguns, 4 boxes of shells, 3 chainguns, 6 boxes of ammo, 1 rocket launcher, 2 boxes of rockets, 2 plasma guns, 5 bulk cells, 1 backpack, 1 chainsaw, 1 Security Armor, 1 Combat Armor, 2 radiation suits, 4 Medikits, 1 Blur Artifact, 3 Berserk Packs, 3 Soul Spheres, 1 blue card, and 1 yellow skull key.

GENERAL STRATEGY FOR THE HALLS OF INJUSTICE

As in the Weapons Research Center, not all in this level is what appears to be at first glance. If you don't take the time to study your surroundings

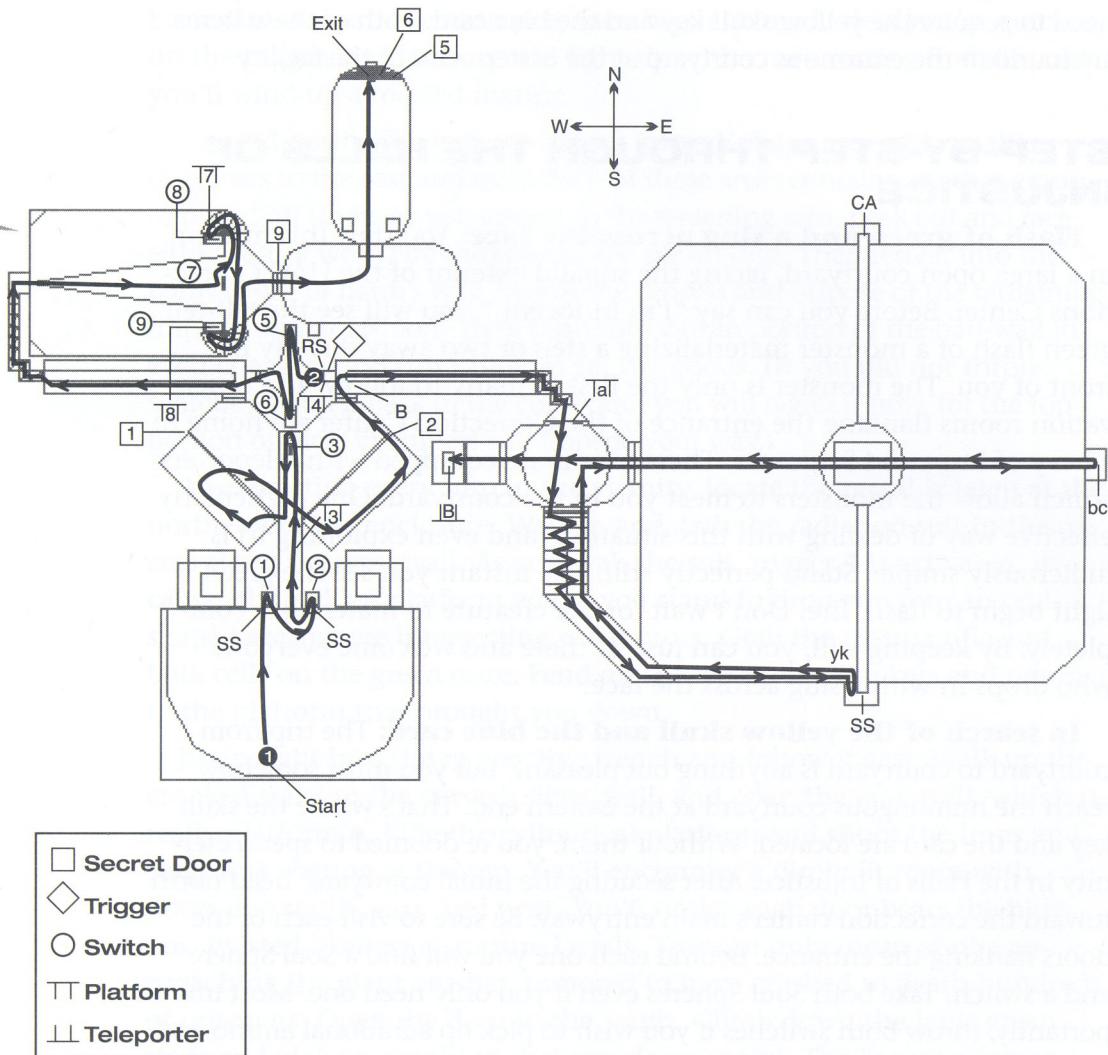


FIGURE 4.6 Level 6: Halls of Injustice Blueprints

carefully, you run the risk of missing critical doors and switches. When you think you're as good as buried alive, try using the Spacebar to open potential secret doors. Consult your Automap often to see from a bird's-eye view how certain switches affect remote locations in the complex.

To escape a fate worse than death in the Halls of Injustice, you will need to acquire the yellow skull key and the blue card. Both of these items are found in the enormous courtyard at the eastern end of the facility.

STEP-BY-STEP THROUGH THE HALLS OF INJUSTICE

Flash of green and a slug across the face: You start this mission in a large open courtyard, facing the squalid exterior of the UAC Corrections Center. Before you can say "I'm innocent," you will see the tell-tell green flash of a monster materializing a step or two away directly in front of you. The monster is only the first of many to follow. The observation rooms flanking the entrance of the Correction Center are home to a bevy of Imps and Sergeants. These rooms are equipped with teleporters which allow the monsters to meet you in the courtyard. One particularly effective way of dealing with this situation (and even exploiting it) is ludicrously simple. Stand perfectly still. The instant you see the green light begin to flash, fire! Don't wait for the creature to materialize completely. By keeping still, you can just sit there and welcome everyone who drops in with a slug across the face.

In search of the yellow skull and the blue card: The trip from courtyard to courtyard is anything but pleasant. But you must somehow reach the humongous courtyard at the eastern end. That's where the skull key and the card are located. Without them, you're doomed to spend eternity in the Halls of Injustice. After securing the initial courtyard, head north toward the correction center's main entryway. Be sure to visit each of the doors flanking the entrance. Behind each one you will find a Soul Sphere and a switch. Take both Soul Spheres even if you only need one. Most importantly, throw both switches if you wish to pick up additional ammo and artifacts once inside the Corrections Center.

Head north into the long, dark hallway. Notice the flashing arrow at the north end (on the floor and ceiling). Throw switch **3**. The entire hallway floor will descend slowly, lowering you (perhaps once and for all) into the abominable guts of the facility. Have your plasma rifle or BFG handy. Another rapid fire rate weapon will do. (Very skillful players can do it with a shotgun.) You will be swarmed by a large number of

Imps and Sergeants. Even before the floor has touched the ground, run backwards toward the entrance, then begin firing. Unless you're quick on the trigger, this hallway will light up with criss-crossing fireballs and you'll wind up a toasted marine.

Proceed north. The hallway widens into a V-shape area with smaller chambers to the east and west. Each of these areas contains another group of pissed-off Imps. As you approach the widening area, peek out and face either east or west. Fire the second you see an Imp. Then retreat into the hallway out of harm's way. Repeat the process and dispose of the remaining Imps in similar fashion. Then push the bottom portion of the half-wall in each chamber and run inside to get the goods. (If you did not throw switches **1** and **2** back in the courtyard, you will regret it now, for the top portion of these chambers will impede your way.)

After toasting every Imp in the vicinity, locate the metallic latch at the northeast of the enclosure. Walk in and grab the radiation suit in the recess along the west wall. As you grab the suit, trigger **4** is activated. It causes the hidden platform where you stand to drop you into an odd-shaped area where intersecting paths cross. Grab the plasma rifle and bulk cells on the green ooze. Fend off the would-be attackers and return to the platform that brought you down.

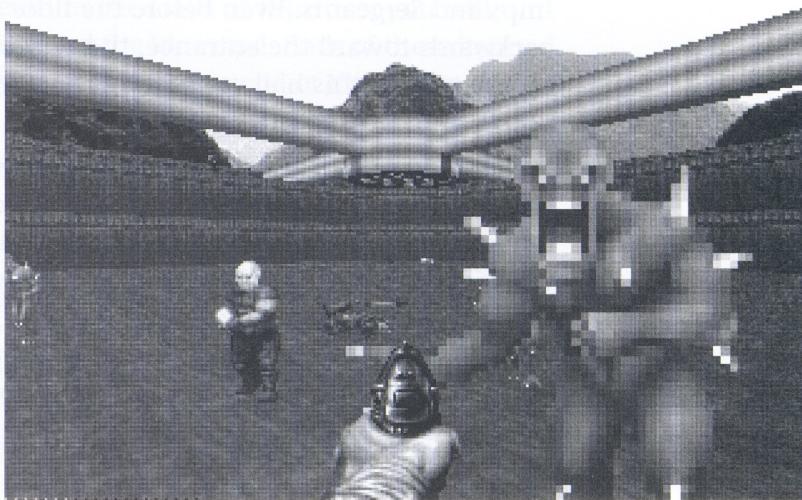
Jump right into the radioactive trench and follow it east. Walk up the crooked stairs to the curved, silver wall, and open the gray wall, which is really platform **a**. Ride the cylindrical platform and shoot the Imps and Sergeants waiting at the top. You'll encounter a dimly lit room with doors due south, east, and west. You'll notice each door bears the hideous, twisted likeness of tortured souls. This can only mean you're approaching the giant crusher, rumored to have crushed to death hundreds of prisoners. Open the door to the south. Climb down the large green steps and pick up anything that you deem useful. The Security Armor and the Invisibility Blur are essential for your next maneuver.

Who needs a trash compactor in Hell? As you emerge into the open courtyard, even if you are invisible, you will attract the attention of various Sergeants, Lost Souls, and Cacodemons. Past the ground-bound ghoulies, you will be able to see the infamous crusher suspended high above from four thick, steel beams. Beneath the crusher stands a large,

circular platform, sprouting catwalks in four directions. Various Sergeants and Imps perched high on the catwalk are free to snipe on you. Before rushing the yard, unload a few rockets to thin out the hellish legions. Then head for the yellow skull key, located at the southeast junction, where one section of the courtyard connects with the next. The courtyard has a total of three tunnels or hallways, which grant you complete access to all four of its sections. As best you can, clear the entire crusher area of monsters before returning to the cylindrical platform **a**.

Your next move is to climb the high beam above the courtyard to collect the blue card. Once inside the cylindrical area, you are now free to open one of the yellow doors. The one on the east side is the one you want. Open the door and you'll be staring at the crusher again, but this time from a level perspective. You are now standing on top of the westernmost catwalk, directly beneath the crusher's westernmost steel beam. Advance on the narrow catwalk toward the menacing crusher ahead. You must reach the eastern catwalk to claim the blue card. If you are fast on your feet, time the crusher's piston-like action and dash past it toward the blue card. If your agility is somewhat suspect, circle the crusher carefully—there is just enough room—to reach the east catwalk. Grab the blue card, and, if you've had enough of the crusher, go back to the cylindrical room. If you want to claim a Combat Armor and a Soul Sphere (and who doesn't) visit the north and south ends of the catwalk.

Back into the soup. Once and for all, exit the crusher area. Back again in the cylindrical room, open the blue door on the west side. Behind it, you will find teleporter **B**, which is the only way to get past the radioactive trench from where you came initially. Hop on the teleporter. You'll emerge atop the eastern green-slime trench. Ride platform **4** down.



When you reach the subterranean intersection, use the yellow key to open the pillars barring access to the metal latches behind. Throw switches **5** and **6**. These switches open two adjacent doors in the oval-shape exiting room at the north end.

Stairway to nowhere: After throwing the proper switches, lower the small platform to continue west. You will surface facing the eastern slime trench. To avoid losing precious health, walk along the edge of the trench before jumping in at the western end. Climb along the set of crooked stairs. You will reach a point where your head will hit the ceiling and it will seem as though you can't climb any higher. At that point, press Spacebar to lower the stairs. Do this three more times. Each step will lower in turn to let you move farther.

Eventually you will run into a techno-wall. Push it open and get ready for some serious blasting action. You just happened upon the "room with a V," a dark room where an angular trench slices through the floor. Spray your way inside with the aid of the plasma rifle. When every critter lies dead, take a breather and examine the room. A monolithic satyr switch is located in the middle of the V trench, and two winding staircases (one on either side of the trench) culminate on a metallic slab covering a hidden switch.

You must use all these devices in just the right combination and with impeccable timing to open the metallic door at the east end. The exit to the Halls of Injustice is somewhere beyond that door. Activate switch **7** first. This switch opens door **7** at the top of the north stairs to reveal switch **8**. Run up the stairs before the door raises again and hit switch **8**. Quickly, jump toward the south stairs and race up to activate switch **9** while there is still time. This last switch raises the metallic door on the west wall.

Ride the small platform into an oval-shaped room populated by more of your favorite cohorts. Paint the room and its inhabitants with plasma. Walk along the center of the north wall to find a small sinking platform. You will plunge into a second dark, oval room full of bad-asses. Empty your plasma rifle if necessary, but don't forfeit your chance to reach the exit. Press north toward the last door. Behind it is the exiting switch.

UNCOVERING THE HALLS OF INJUSTICE'S SECRETS

Before they were overrun, your buddies realized whoever came to their rescue would be in for one bruising encounter. But before meeting their doom, your pals were thoughtful enough to leave behind a Berserk Pack. This godsend is in the oval room just east of the V-trench chamber. To get at it, you must grope along the southwest wall. When you push the right spot, you can claim the Pack. You never want to start a mission with only 15% health.

DESIGNER NOTES FOR THE HALLS OF INJUSTICE

This level was originally released as *CHRISK16.WAD*. I'm proud of this level. It offered me some opportunities to approach switches and doors in new ways. Also, it includes my first real attempt to create a building facade. And that crusher... well, what can I say? That crusher is something my *Doom*-playing friends talk about to this day. Yes, I know. I'm blowing my horn.

A funny thing happened after I uploaded this sucker to CompuServe. A gamer flamed (posted a negative remark about) my level because of the crooked staircase to the west—the one which seemingly blocks the player's progress northward. He wrote [I'm paraphrasing], *This level contains a major bug. In the west side of the level, there's a staircase which is too high, blocking the player from going any further. It's too bad. I would have liked to have seen the rest of the level.* Never occurred to the gentleman to hit Spacebar. One thing I decided early in this whole level-design business: *never leave players stranded, but do test their imagination.*

— *continued*

Incidentally, I'm indebted to my friend, Mal Blackwell, who helped me out with a crucial texture fix in the crusher room. Originally, I had used a FLAT23 (silver) texture underneath the crusher and its steel supports, which created an odd, strobing effect. Mal recommended another texture, one ordinarily used for the tops of boxes (see gray boxes in level E1M2, The Deuterium Plant). I fiddled with the lighting a bit, and the box-top texture wound up looking just fine for the crusher's underside.

— C. Klie

CORE OF EVIL

Having escaped the inescapable Halls of Injustice, you now find yourself in the kaleidoscopic Core of Evil. This level's radial symmetry is as disorienting as it is simple, elegant, and deceptive. Basically, the Core of Evil consists of a central square area flanked on each of its four sides by identical arm-like projections. Dark and highly technological, the Core of Evil is a most fitting background for your last battle on the outermost Jovian moon. But even if you win this battle, the war is not over.

It would seem this computer core has a new administrator—a gigantic spider demon. Your job will be to send this vile creature on a one-way trip back to Hell.

CORE OF EVIL: LIST

The Core of Evil contains 36 doors, all but 4 of which are driven by 28 switches. A single trigger activates the remaining 4. The artifacts include: 1 chaingun, 1 box of ammo, 1 rocket launcher, 1 box of rockets, 1 plasma gun, 1 BFG 9000, 2 bulk cells, 1 backpack, 1 Security Armor, and 9 Soul Spheres.

GENERAL STRATEGY FOR THE CORE OF EVIL

Be ready for a quick, but intensely fierce battle within the confines of the Core of Evil. If you didn't get a BFG 9000 in earlier missions, you'll

Every Exit contains 5 walls as shown below

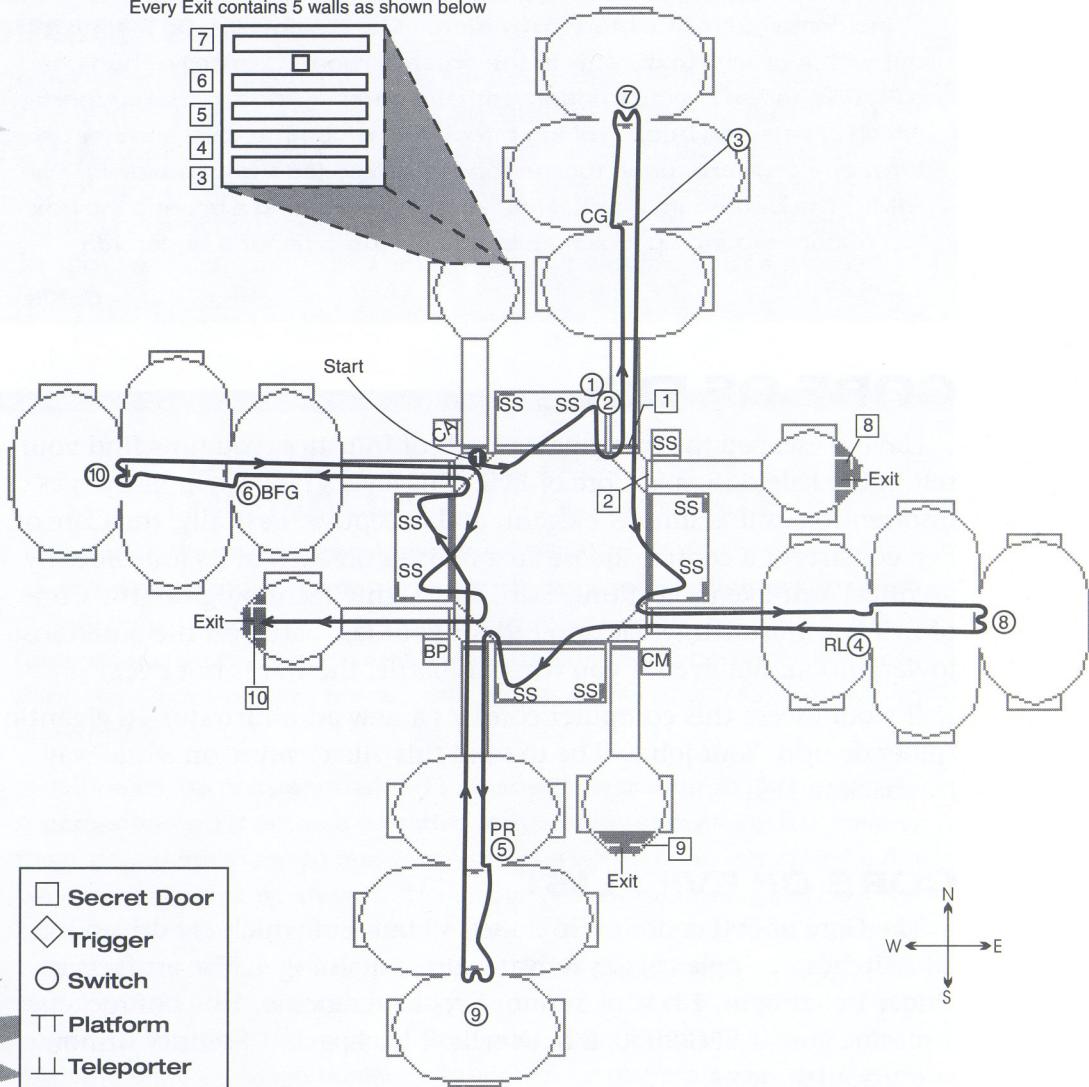


FIGURE 4.7 Level 7: Core of Evil Blueprints

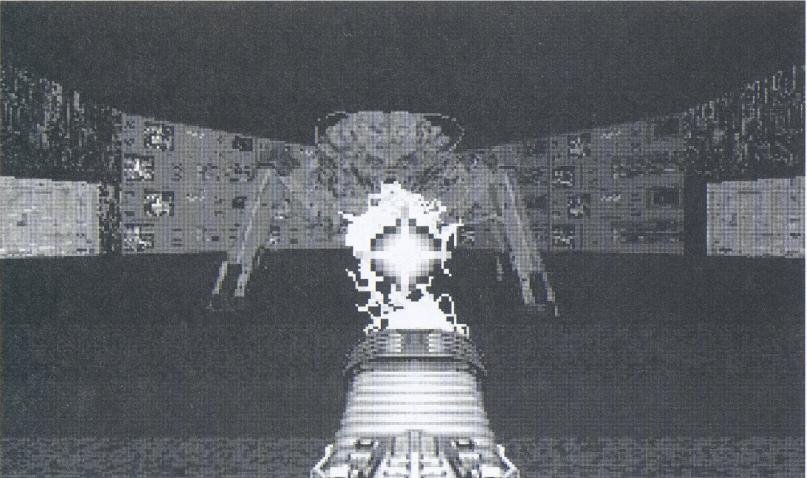
want to kick yourself. But don't. There are enough Soul Spheres to see you through the worst situations. You just have to get to them. The instant you materialize in the Core of Evil, you will be but a few yards away from the dreaded Spider Mastermind. Prudence pays. Don't be too

quick on the run. Your general strategy should be to down the Spider first. Then deal with the lesser species of Sergeants and Former Humans. After that, hit every switch you see, and eventually find your way to any of the four possible exits from this corrosive installation.

STEP-BY-STEP THROUGH THE CORE OF EVIL

Exterminate the Spider: As you materialize in the Core of Evil, you'll be staring at one of Hell's darlings mere yards away: none other than the furious Spider Mastermind. Hoist the BFG and punch it three

times before you take a single step. It is essential that you remain stationary as you dispense with the Mastermind. If you take as much as a single forward step, you would cross over the only trigger in this level, but one that opens the four walls around the central square. This would invite all remaining monsters in this level to swarm around you.



If you don't have a BFG, you can still overcome the odds. But you must be enormously resourceful. Any fighting chance you have rests on your ability to escape the fury of the Mastermind, as you find the plentiful supply of Soul Spheres. You must also avail yourself of every opportunity to pour your artillery on the Spider.

Find the exit, any exit: As you take a step from your initial spot, the trigger at your feet causes all four walls around the central area to lift out of the way. A flurry of monsters behind the computer walls will want to ambush you. But (hopefully) you've just knocked off a crawling nightmare and your confidence and adrenaline are peaking. Exhaust the rest of your plasma if you have to, but don't fall victim to mere bipeds.

When no one except you is left standing, you can move around at your leisure to find any of the four exits. However, even if you walk directly into an exit, you would find five metallic walls blocking each and every single exit. These metallic walls are lowered with switches found in the large, tri-oval wings projecting from every corner of the central square.

If you want to save your energy to savor the moment of your victory and avoid some needles running around, here's what you can do. Head for the north room. Notice the pair of switches and the Soul Sphere at each corner (northwest and northeast). These switches mirror the locations of the metal doors at each corner of the central square. Not surprisingly, each switch activates the door it mirrors. Because these doors are timed, you will have to move fast once you activate its respective switch.

This switch/door setup is reflected in each corner of the Core of Evil, as this structure is completely radial. The most efficient way of finding any of the four exits is to be systematic about the doors you open. In a clockwise direction, make a run through the Core of Evil and stop at every set of twin triggers. Always throw the switch on the left. (The switch on the right always opens a door leading to one of the four exiting corridors. This does you no good while the metal walls block the exit.) After throwing the switch on the left, run to the corner to your right and enter the dark, large, tri-oval wing. Throw the first switch. Then continue farther in the wing. Find the second switch behind a semi-circular metal panel and activate it, too.

After completing a round, pick a set of twin switches and activate the one on the right. Then run into the opening hallway leading to an exit. If you initially approached the twin switches on the left corner of any of the four rooms (on each side of the central square area), run to the opening hallway to your left. However, if you approached the twin switches on the right side of a room (and activated the switch on the right, of course), then run to your right to enter the exiting hallway. Then walk up to the exiting switch and don't look back.

UNCOVERING THE CORE OF EVIL'S SECRETS

In each hallway leading to an exit wing, you'll find a secret door, behind which waits a useful artifact. Every artifact could come in handy, especially if you're having trouble defeating the spider demon. The secret doors are always to your left as you enter any of the four exiting wings.

DESIGNER NOTES FOR THE CORE OF EVIL

This level was never released as an individual PWAD. Instead, it was designed for release with CHRIS_E1.WAD, a compilation that included this level. Of all the ChrisK levels, this is the only one in which the player benefits tremendously by having succeeded in the prior level. As a stand-alone, where the player begins with no armor and only a pistol, the level is nearly impossible to beat (well, for me anyway). But as a near-end of an episode, it's an excellent topper, tying in nicely with E1M6, which offered numerous opportunities for loading up on powerful weaponry.

Also, of all the levels I've designed (up to and including my most recent Doom II levels), The Core Of Evil has the fewest objects/things (monsters, weapons, health kits and such). I was testing a design theory, whereby the game is made not by monsters or health kits, but by the map itself. I regard the entire map as a coherent puzzle. As such, I wanted it to be symmetrical, and reminiscent of a Rubik's Cube or some other sort of Chinese puzzle box.

Originally, I thought achieving the map's symmetry would be easy, as it would involve more cutting and pasting than actual step-by-step construction. (DEU has a cut-and-paste feature, which allows for the copying and pasting of entire sectors or rooms.) Unfortunately, the cutting

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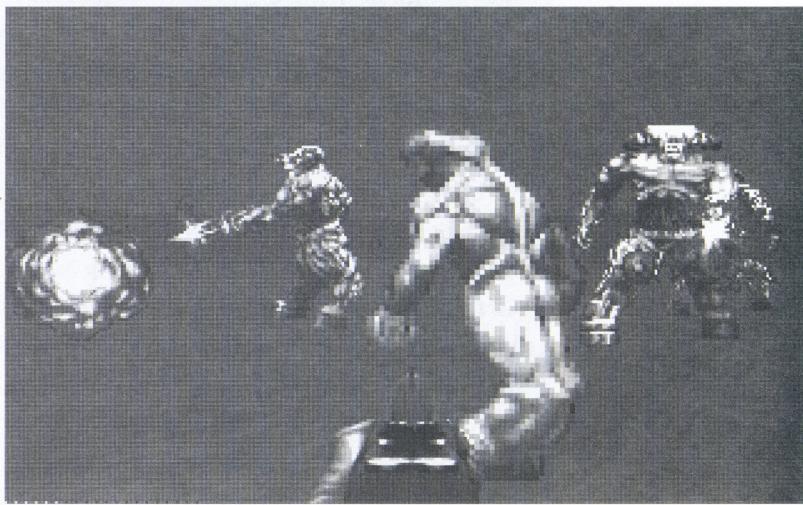
and pasting process turned out to be quite difficult. For example, the copied and pasted sectors would often wind up misshapen. Sector references had to be re-assigned so that every sector, when finished, would be closed. Also, I often bumped my head on DOS's base-memory barrier. The more sectors I had to copy over at one time, the more cramped my memory use became. All in all, it was worth it because I was able to achieve the symmetrical puzzle-box feel I intended.

— C. Klie

CALLISTO CONSECRATION

Words seem altogether superfluous if you've made it this far. Not so much an actual mission as a little sinister diversion, Callisto Consecration punctuates the end of the first episode with a resounding exclamation mark. This, the simplest of all structures, is nothing more than two huge arenas joined through a single teleporter. The southern sand arena is dominated by a gigantic glowing pentagram floating in mid air. Soul Spheres are found at each of the five points of the star. The teleporter dead center puts you at the south end of the northern arena. But for all you know, you could be at the southern end of a black hole. You will be buried in thick darkness. In fact, if you could see your surroundings, who is to say you wouldn't die of fright?

You're in a Roman Coliseum of sorts, facing a most unappreciative audience consisting of three Spider Masterminds, five Cyberdemons, and



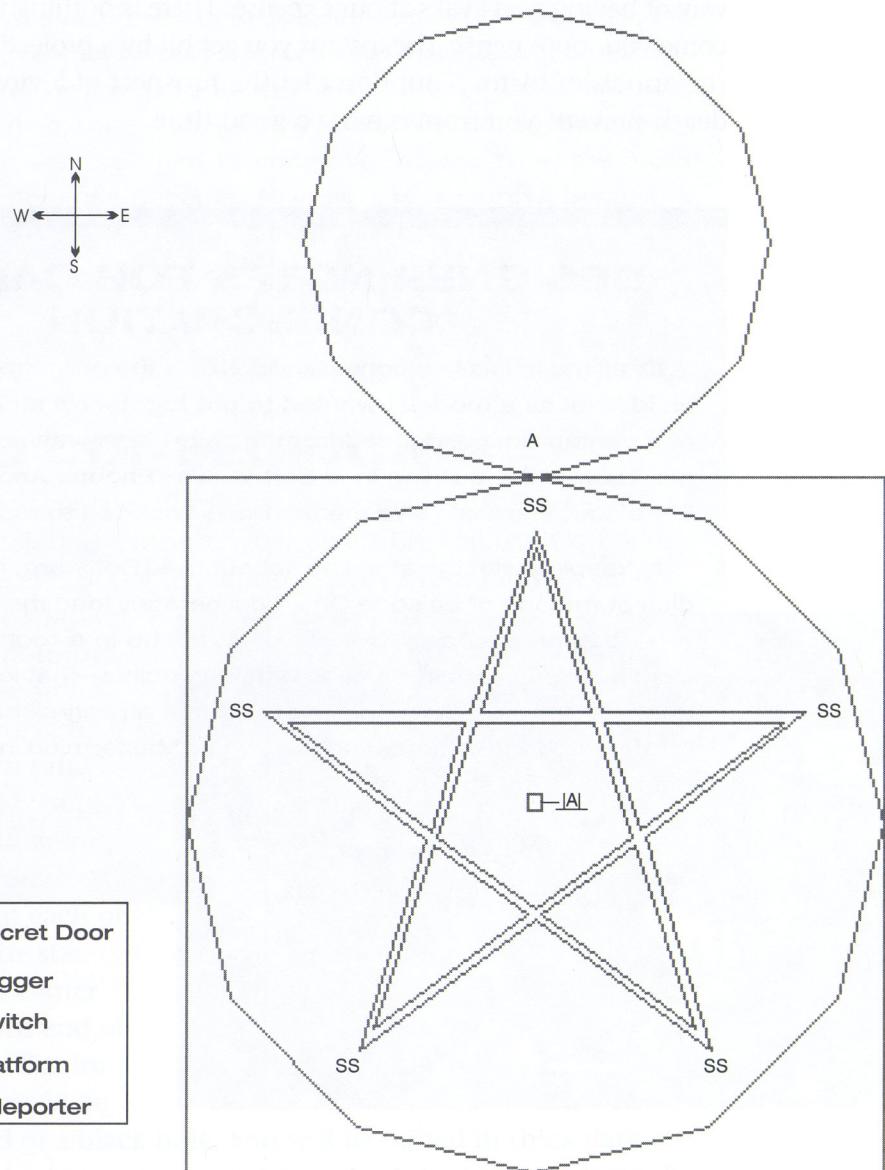
three Barons of Hell (thrown in as a bonus). This is Chris Klie's sadistic way of having a few yaks at our expense. There is nothing you can do to overcome your opponents. The instant you get hit by a projectile, you belong in the annals of history. But don't let the prospect of a violent explosive death prevent you from having a good time.

DESIGNER NOTES FOR CALLISTO CONSECRATION

Of all the levels I've constructed, this is the only one for which I used an id level as a model. I wanted to put together a striking image—that of a pentagram suspended from the sky—but I wasn't sure how to begin. Luckily, the building in id Software's "Phobos Anomaly" is shaped like a star, and that gave me the basis I needed to form my own.

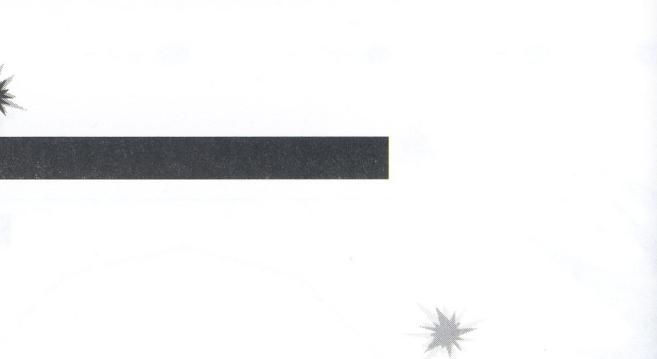
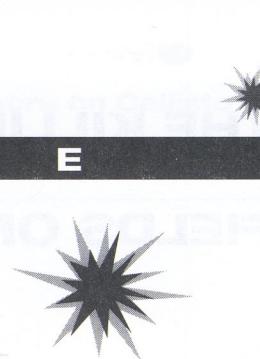
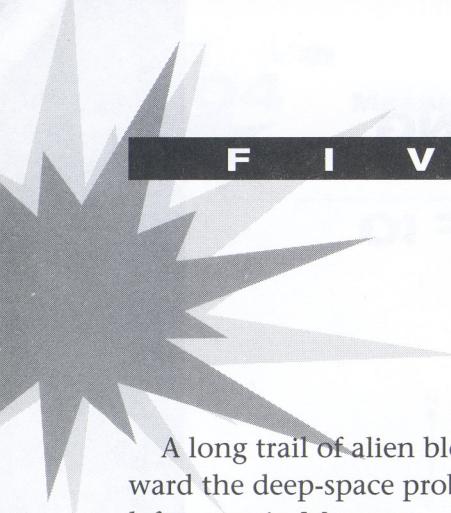
In keeping with the storyline set out by id Software, in which the hero dies at the end of Episode One, I deliberately lead the player into a no-win situation. Basically, the player winds up in a room where he'll die from an irreversible deduction of health points—that is, if the monsters don't get 'im first. Sure, the level's a bit of an anti-climax, especially after the euphoria of defeating the Spider Mastermind in the Core of Evil, but hey ... Cool star, huh?

— C. Klie

**104****Massacre on Callisto****FIGURE 4.8** Level 8: Callisto Consecration Blueprints

THE KILLING FIELDS OF IO

F I V E



A long trail of alien blood tails your weary shadow as you advance toward the deep-space probe. Overcoming insurmountable odds, you have left a certain Massacre on Callisto behind you. Unable to locate the focus of the hellish forces, you get back on your ship and blast off from the Jovian satellite. But no sooner are you settled into the cushy seat of your one-man probe, flying high above Callisto, when your panel instruments detect abnormal energy fluctuations.

All signs point to Io, Jupiter's innermost moon. You could ignore the signs and attempt to reach the Martian colonies. But a long range scan reveals no radio signals from Martian space. You tap the glass case of the scanner because you cannot believe what it seems to show (or, rather, not show): Deimos, one of Mars's twin moons, does not even register on your instruments. It's almost as though it had been plucked clean from the Martian heavens. Once again, you are forced into a quick decision. Mars is too far and you haven't a clue as to what to expect when you get there. Io, here you go.

IO ANOMALY

The Io Anomaly is unadorned. Crude, some might say. Characterized by a cacophony of circular areas, square chambers, and long corridors, the Io Anomaly is a tough way to begin your tour on Io. There doesn't seem to be a rhyme or reason to its straight utilitarian design. But you're not really here to evaluate the decor. More pressing matters brought you to Io. And there is no sense wasting time speculating.

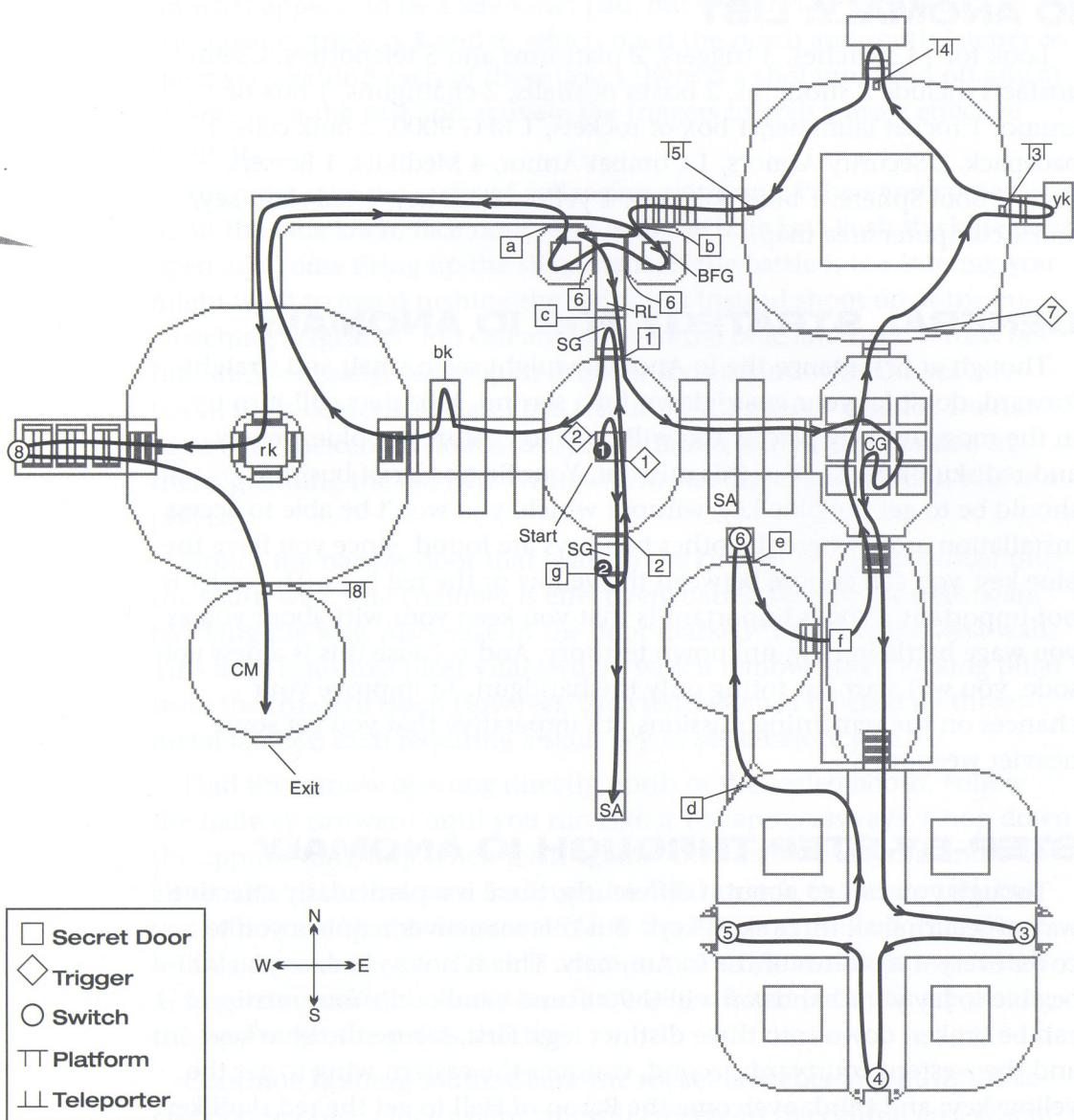


FIGURE 5.1 *Level 1: Io Anomaly Blueprints*

IO ANOMALY: LIST

Look for 14 switches, 3 triggers, 2 platforms and 5 teleporters. Useful artifacts include 2 shotguns, 2 boxes of shells, 2 chainguns, 1 box of ammo, 1 rocket launcher, 1 box of rockets, 1 BFG 9000, 2 bulk cells, 1 backpack, 2 Security Armors, 1 Combat Armor, 4 Medikits, 1 Berserk Pack, 1 Soul Sphere, 1 blue skull key, 1 yellow skull key, 1 red skull key, and 1 computer area map.

GENERAL STRATEGY FOR IO ANOMALY

Though at first glance the Io Anomaly might seem small and straightforward, don't let your guard down for a second. Monsters will turn up in the most unlikely places. You will need to capture the blue, yellow and red skull keys to clear this mission. Your first order of business should be to get the blue key, without which, you won't be able to access installation areas where the other two keys are found. Once you have the blue key, you can choose between the yellow or the red keys. The order is not important. What's important is that you keep your wits about you as you wage battle in new, unknown territory. And because this is a new episode, you will start out toting only the handgun. To improve your chances on the remaining missions, it's imperative that you get some heavier weaponry.

STEP-BY-STEP THROUGH IO ANOMALY

Though you can go about it differently, there is a particularly effective way of securing all three skull keys. But this maneuver requires you to cover every major area of the Io Anomaly. This is not so bad, as you will be able to lay your hands on a BFG 9000 and a bulk cell. Your mission can be broken down into three distinct legs: First, secure the blue key and the western courtyard; second, conquer the eastern wing to get the yellow key; and third, overcome the Baron of Hell to get the red skull key.

Securing the blue key and the western courtyard: Without the blue key, you won't be able to open the east and west wings. Therefore, you should make obtaining it your first priority. You enter the Io Anomaly in a small, open, semi-circular area with large doors to the east and west and small metal latches to the north and south. You are standing

on what appears to be a teleporter pad, but it isn't. The fake teleporter has a pair of triggers **1** and **2**, which open the north and south latches respectively. Behind each of these doors there is a shotgun. Fend off any attackers from the east and activate the triggers to grab a more effective weapon.

Run west over the series of collapsing platforms. When you come upon the blue latch, face north and grab the blue key. Push the blue door open and come firing up the steep stairs. If the battle is too intense, you might want to avoid rushing the stairs, but instead shoot up at the encroaching Sergeants. You can also re-open the blue latch and retreat behind it. Eventually, come up to the round courtyard with the sealed booth in its center and claim the area from the enemy invader. Do not mess with the central booth just yet. (A Baron of Hell is concealed in there, guarding the red key. Without a rocket launcher, you don't have a prayer.)

Notice the narrow door that leads to the circular exiting chamber on the south wall. The chamber is effectively barred by a single steel beam blocking the way. Also, take in the door marked "Exit" on the west wall. This door leads to a most vital switch, which removes the blocking pillar from the true exit door. However, the vital switch is blocked by three metal latches, each requiring a skull key to yield before you.

Find the narrow opening directly north of the sealed booth. Follow the hallway eastward until you run into a T-shape crossways. Chop down the approaching Imp. Then push against the small windows **a** and **b** to either side of the hallway. Each window will stretch to the ground, but you still won't be able to go and claim the BFG and the bulk cell. Don't let this discourage you. There is another switch you must throw, switch **1**, to gain access to the small treasure rooms. But at least you are paving the way to get the goods shortly.

Continue heading south. Claim the rocket launcher and push the secret door **c** open. Once again, you will emerge in the central area where you began.

Conquering the eastern wing to get the yellow key: Now that you have the blue key, you are poised to face your next challenge. Head east and run over another set of collapsing platforms. You will bump

onto another blue door. Open it but don't rush in. The roughly rectangular enclosure is home to a bunch of Imps housed in individual square cells dug right on the floor. The Imps are entrenched in a diamond formation, one west (most near you), one north, one east and one south. You'll want to kill every Imp before trying to navigate the room; otherwise, you stand to loose your legs from under you.

Here's what you should do: from your vantage point, just inside the doorway, aim your shotgun directly ahead, and fire. You should be able to bag the first Imp, a virtual duck in a barrel, except for the fact that he is an Imp from Hell. You'll know you've offed him when you hear the groan, and see the squirt of blood. Hop into what was his pit, throw the switch and the pit floor will rise. As it rises, use the northeast corner of the pit to line up your next shot. As you emerge at floor level, you'll be in perfect position to pop the northernmost Imp. Then jump inside his pit and throw the switch inside. Align the shotgun with the pit's southeast corner and repeat the process. Essentially, you're capturing the room one square pit at a time, making your way clockwise in a diamond formation. When the Imps are dead, visit the other pits to claim the clips and the chaingun in the central one.

Press south. Throw the switch along the south wall to access a long subterranean room with computer panels covering the east and west walls. You'll be looking down into the oblong room. Get a load of the barrels near the center of the room. Stay where you are. Fire down on the barrels below to set off a chain reaction and snuff every monster in the room.

Descend south into the computer room, and climb its south ladder. Throw the switch at the top of the stairs. You'll encounter a dimly lit, dark metal room with a large square pit in every corner and a criss-cross walkway. Don't let the sight of an ex-marine on a stick distract you from your purpose.

Dispose of the monsters walking the criss-cross floor, and head for the lion, satyr and gargoyle switches (switches **3** through **5**) located on the east, south and west walls respectively. Watch your back, though, because the Imps inhabiting the pits have access to teleporters and can beam up to the walkway. Each of the switches you threw removes certain

pillars blocking the entrances to three doors at the far north end of the eastern wing. (The yellow key lies behind door **3**.)

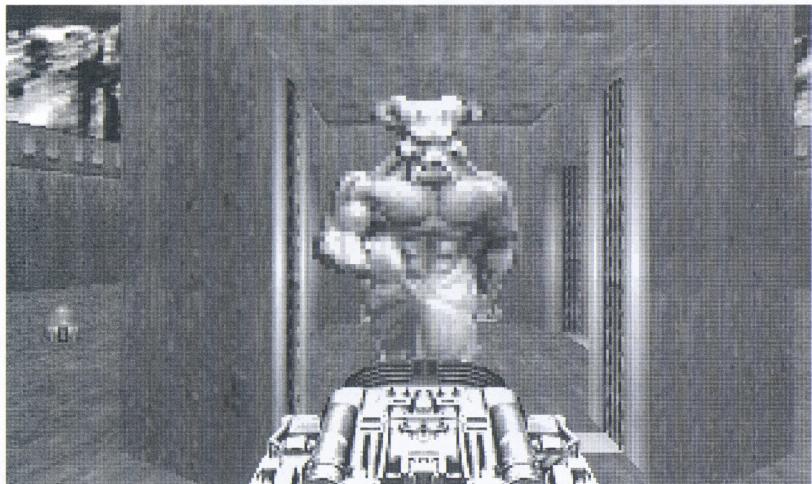
Jump into the northwest pit and push against the north wall until you find secret door **d**. Run directly north and press against yet another secret door, **e**. Step inside the small enclosure and push switch **6**. This switch widens the openings to the circular rooms where the BFG and the bulk cell await. Then run to the short steps on the east wall and push the final secret door **f** in this area. Rush back north and throw the switch that opens the way into the northernmost circular chamber. Dispense with the Sergeants before stepping in. A crushing ceiling (marked as platform **7** in the map) will be activated the instant you cross over trigger **7**. Walk the periphery of the crushing ceiling and open the latch on the east side to claim the yellow skull key. Push against its platform to access it. Move toward the western latch and climb back up to the hallway where the BFG and the bulk cell should be readily available.

Overcoming the Baron of Hell to get the red skull key: Armed to the teeth as you are, you should have no trouble fending off a Baron

of Hell to claim the last red key. With the BFG on hand, make your way to the western circular courtyard. Push against any door of the central booth and unload a charge. (All four doors open simultaneously when you push on any of them.) Watch the Baron sizzle and sear, then enter the small booth and grab the red key.

With all three keys in your possession, run to the

west door marked "Exit." Throw open each of the blocking metal doors and activate switch **8**. That switch raises the last blocking pillar keeping you from the real exit. Go back up, enter the narrow door on the south wall, and behold the exiting switch. Welcome to Io. Things will start to get tough now.



UNCOVERING IO ANOMALY'S SECRETS

The wall south of your entry point hides a long corridor behind secret door **g**. Open this door and walk along the narrow hallway taking in every health potion along the way. Then jump inside the teleporter at the end to claim the Combat Armor. You'll teleport to the entrance of this hallway, just south of door **g**, facing south. Newbies will think they've teleported to a new but similar location, and will likely use the same teleporter a few times before realizing they are going nowhere fast.

DESIGNER NOTES FOR IO ANOMALY

Originally released as CHRISK21.WAD, this level marks a stylistic turning point for me. Gone is the polished, sci-fi feel of my earlier levels. Instead, this level sports a dark, dingy, and sinister look. It is also confined and oppressive. I was in a foul mood when I built the Io Anomaly. I had been awaiting word on a business opportunity which meant a great deal to me. The waiting and worrying were beginning to affect me. I think the negative feelings I had at the time bled through into this level; though, oddly, I came to enjoy its deadly atmosphere in what some may describe as morbid fascination. Stylistically, this level would influence every level I made thereafter.

In addition, the closed, confined structure of the level offered me the chance to dial down the reject-data threshold. Whereas my prior levels utilized a reject-data threshold of 1280 (meaning a monster within 1280 pixels of your location would be able to spot you), this one uses a threshold of 768. Because the level contains no gigantic rooms or elongated hallways, it's unnecessary to incorporate a high reject-data threshold, because the player is in much more close contact with every monster.

—C. Klie

IO MUNITIONS WORKS

Originally built as a weapon and ammunition assembly plant, Io Munitions Works became a storage facility after UAC contractors assumed much of the manufacturing responsibilities. The layout of this installation deviates considerably from the facilities back in Callisto. Io Munitions Works appears to have been built in modules, each capable of standing alone or forming part of the more intricate whole. The metallic, dark, industrial feel of Io Munitions Works is truly foreboding. The south chamber in this mission is the tallest structure to date. A total of 10 teleporters in this area make for a dizzying merry-go-round experience.

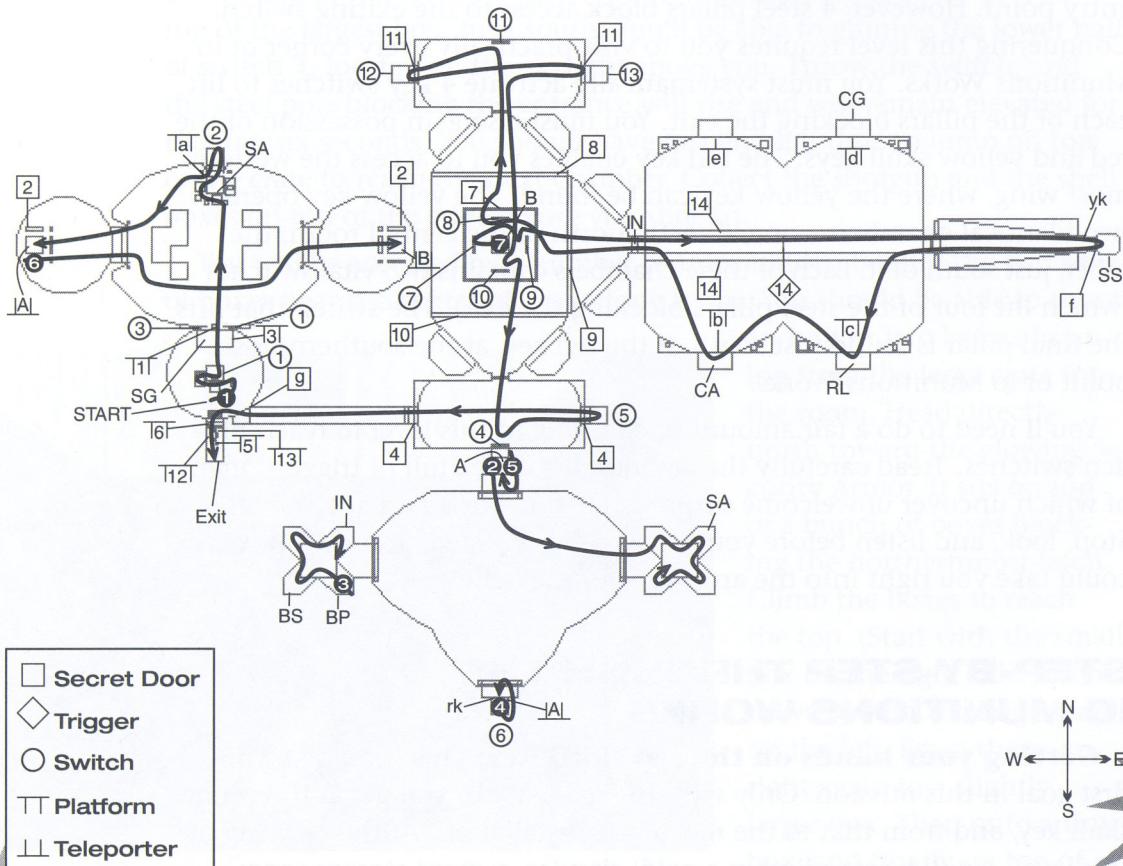


FIGURE 5.2 Level 2: Io Munitions Works Blueprints

IO MUNITIONS WORKS: LIST

Io Munitions Works contains: 15 doors, 15 switches, 1 trigger, 4 platforms and 13 teleporters. Useful artifacts include: 1 shotgun, 2 boxes of shells, 1 chaingun, 3 boxes of ammo, 1 rocket launcher, 2 boxes of rockets, 1 backpack, 1 Security Armor, 1 Combat Armor, 9 Medikits, 1 Berserk Pack, 2 Invisibility Artifacts, 1 Soul Sphere, 1 yellow skull key, and 1 red skull key (you'll need both keys to complete the level).

GENERAL STRATEGY FOR THE IO MUNITIONS WORKS

The exit in Io Munitions Works is no more than a few yards from the entry point. However, 4 steel pillars block access to the exiting switch. Conquering this level requires you to visit practically every corner of Io Munitions Works. You must systematically activate 4 key switches to lift each of the pillars blocking the exit. You must also gain possession of the red and yellow skull keys. The red key enables you to access the westernmost wing, where the yellow key can be found. The yellow key opens two identical chambers—one, directly north of the central room; the other, just south of it. Each of these chambers contains two vital switches (which lift four of the steel pillars blocking the exit). The switch that lifts the final pillar is found just south of the red key, at the southernmost point of Io Munitions Works.

You'll need to do a fair amount of climbing in this level to reach hidden switches. Tread carefully throughout. It's chock full of triggers, many of which uncover unwelcome surprises. Be on your guard at all times. Stop, look, and listen before you run. One wrong step, and your next could take you right into the arms of your maker.

STEP-BY-STEP THROUGH THE IO MUNITIONS WORKS

Getting your hands on the red skull key: This should be your first goal in this mission. Only with the red key can you get at the yellow skull key, and from that to the rest of the installation. At the opening of this level, you'll be standing in a cold, circular, cement storage room

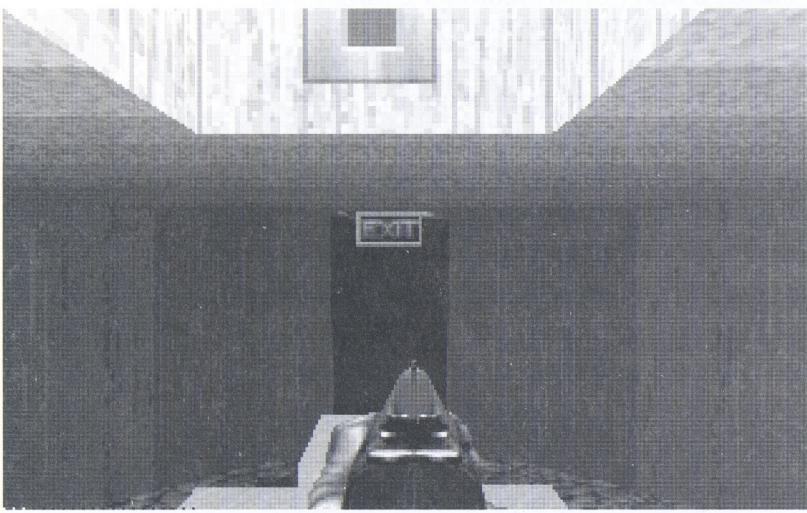
with several stacked boxes in its center. Depending on your level of difficulty, you may be attacked by a Sergeant and a Former Human. Watch your sides.

This room contains two visible doors. One is directly north of your starting position. But it is blocked by a large crate and a steep pole. The other door is prominently marked "Exit" and it is right behind you. Although you might be tempted to go for the exit immediately, you will find your path blocked by unmovable steel poles.

To raise the steel pole blocking the north latch (marked in the blueprint map as platform **1**), climb atop the boxes stacked in the center of the room. (Start with the smallest box and jump across to the next larger box.) When you reach the very top, by climbing over the tiny box on top of the largest box, turn south. You'll be able to glimpse the lower half of switch **1**, located on the skylight above you. Throw the switch, and the steel pole blocking the entrance will rise and will remain elevated for roughly six seconds. You should have just enough time to jump on top of the crate to reach the next chamber. Collect the shotgun and the shell boxes on top of the crate before you slide in.

You will be accosted by a number of Imps hidden behind the two rows of boxes near the center of the oblong room. You should be able to shoot

an Imp or two before jumping from the large crate into the room. Head directly north toward the glowing Security Armor. It sits on top of a bunch of boxes blocking the northernmost latch. Climb the boxes to reach the top. (Start with the small box on the right side. Then move toward the larger one on the left. From there, go right again to a slightly larger box. Then onto a tiny box, and finally on top of



the largest box.) Take the Security Armor and push the door in front of

you. Jump inside the small enclosure and throw switch **2**. This switch lowers the shields barring access to teleporters **A** and **B**. These teleporters are inside circular chambers east and west of the oblong room.

To go back to the oblong room, lower the crate blocking your exit (marked as platform **a**) by pushing on it (with the Spacebar), then head east. Open the large metal latch and fire on the Sergeant and his Former Human underling. Finally, jump on teleporter **A**. You will emerge at point **A**, high over a large blue chamber. Before plunging in, stand on the very edge of the tiny platform where you appeared and fire a few random shots. You want to excite the Sergeants and Former Humans below and cause them to kill each other.

Leap down and fight off any survivors. A cursory view of the room reveals the red skull key sitting on top of a teleporter at the south end. (Although it seems easily retrievable, the teleporter in front of it would send you back to the tiny platform above the room if you were to go for the red key.) To the east and west, there are two X-shape rooms with some useful artifacts. The central area of each X-room is covered by four adjacent teleporters. Go toward the eastern X-room and take the teleporter on the northwest corner first. This will beam you just a few feet away, right on top of the next teleporter (in a clockwise direction). Back up a step or two to claim the Security Armor. Then move forward to the teleporter. You will materialize on the next teleporter. Eventually, the last teleporter will send you across the room onto the teleporter on the southeast side in the western X-room. Repeat the process here, stepping backwards to claim the artifacts and then walking forward to the teleporter. The last teleporter will send you to the southernmost end, practically on top of the red skull key. Walk over the key and throw switch **6**. This switch lowers the first of the four poles blocking the exit to Io Munitions Works. One down and three to go. Step out of the teleporter and then immediately back on.

You will appear at point **A**, again. Take a step forward and then back over the teleporter. If everything went according to plan and you're not dead, you will emerge back in the initial teleporter **A** in the circular room at the far west end of Io Munitions Works. Next, you must seek out the yellow skull key.

In search of the yellow skull key: Run across the oblong room and past the metal latch to reach teleporter **B**. You'll find yourself in a small room with computer walls and four free-standing switches around you. Throw switch **7** (the switch on the west side). All four computer walls will rise to reveal a host of monsters and an expanded computer room. With your characteristic coolness, secure the room. Then activate switch **9** (on the east side) to lower the eastern wall and gain access to a red door. Since you have the red key, you can go through. Don't be too concerned with the Imps on the platforms to either side of the red door. It's rather difficult for them to aim accurately from their positions.

Grab the Invisibility Blur in front of the red door and walk in. Halfway down the narrow hallway, you'll trip over trigger **14**, which will lower the north and south walls, exposing you to a ton of Hell's heavies. Here you can choose whether to engage the enemy inside the room or to retreat to the central computer room where you have a measure of protection. If you stay to duke it out, it's best to initially ignore the monsters and run straight toward the yellow skull key at the eastern end of the room. After grabbing the key, turn around and blast the enemy.

After securing the room, take the plentiful loot by lowering each of the four platforms **b**, **c**, **d**, and **e**. You should be able to walk out with a chaingun, a Combat Armor, and a rocket launcher, among other items.

The last three poles: To lower the poles barring you from the exit, visit the chambers north and south of the central computer room. With yellow key in hand, retreat to the square computer chamber and activate switch **7**. Enter the rectangular northernmost chamber and give your newly acquired chaingun a test run on the physiognomy of the alien fiends behind the door. Locate and activate switch **11** in the middle of the north wall. Then find the small openings on the east and west computer panels. Push against each opening to reveal the hidden switches **12** and **13**. These switches lower two more pillars in the exiting enclosure.

You have but one pillar to lower. Head south and activate switch **10**. Open the south latch leading to another rectangular room, a mirror image of the one you just left. Blast your way inside and punch switch **4** on the south wall. This switch opens indentations on the east and west

computer panels, just like in the other room. Activate switch **5** to lower the last remaining standing pillar. Then head west and push against the indentation and through the secret door. Pick up the bonus spiritual armor as you move westward. Push secret door **g** at the end of the hallway and come out in the initial entry chamber. Open the exit door, push the final switch and you're gone.

UNCOVERING THE IO MUNITIONS WORKS' SECRETS

Because cracking this level forced you to uncover almost all of the installation secrets, there isn't much to reveal at this point, except for one thing. Behind the skull key, there is a secret door, **f**, which unveils a Soul Sphere.

DESIGNER NOTES FOR IO MUNITIONS WORKS

Originally released as CHRISK22.WAD, this level continues the dark styling I adopted in CHRISK21. From the outset, the level maintains a cold, empty, though not altogether sterile feel. Constructing this level helped me get a more firm grip on the subtleties of creating somber, heavier moods. Oh, and, for the record, I never again want to build a level with so many stacked boxes in it. It's a royal pain in the rump!

—C. Klie

IO TOXIC DISPOSAL PLANT

The Io Toxic Disposal Plant poses a major health threat. There are ooze barrels everywhere. If the bands of Imps, Sergeants, and Former Humans don't do you in, then the toxic chemicals could be your downfall. Resembling something like the blueprint of some bizarre warp engine, the Io Toxic Disposal Plant is no place to idle about. The suffocating and oppressive feel of this plant is compounded by the fact that there is only one open courtyard.

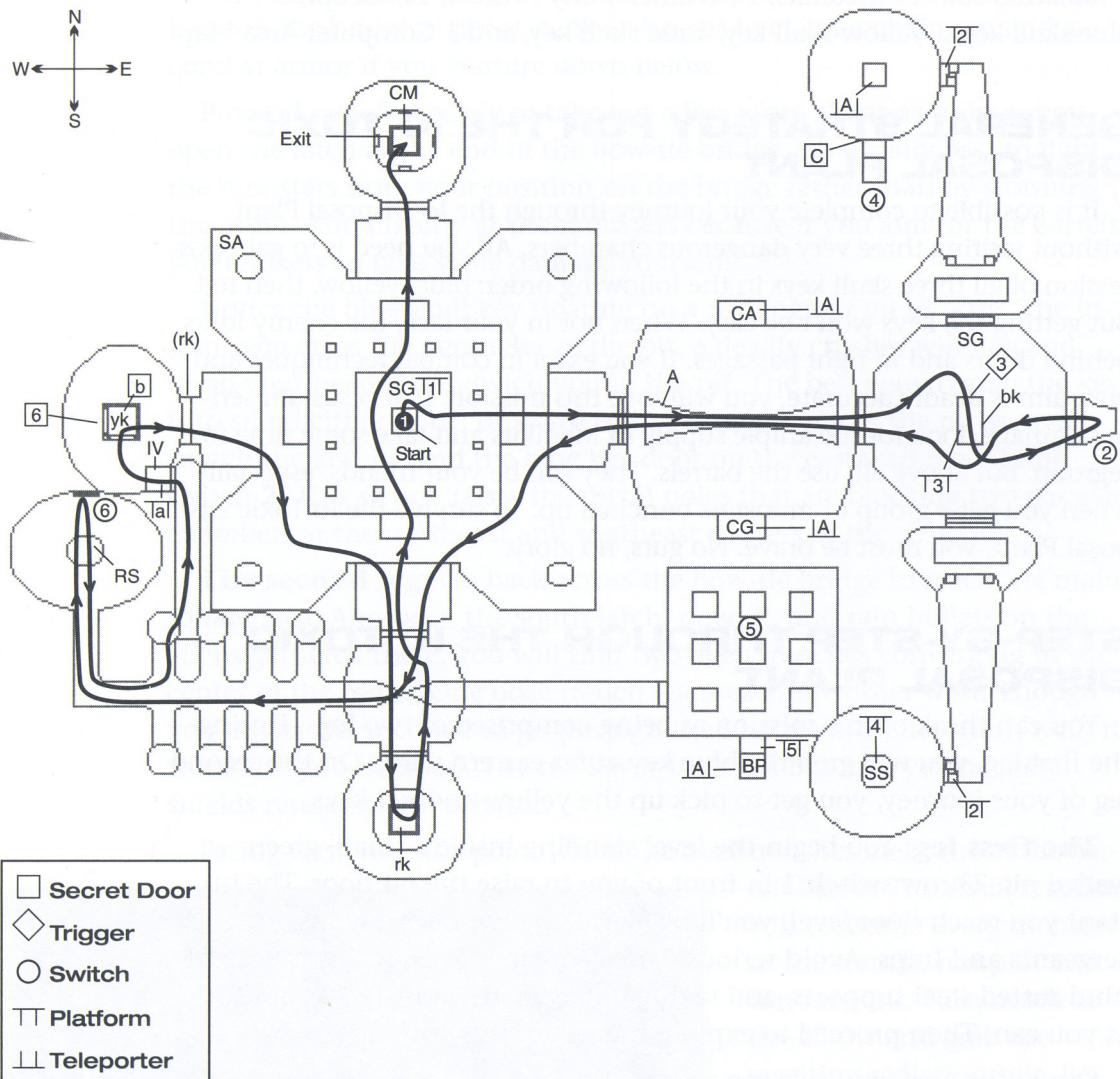


FIGURE 5.3 *Level 3: Io Toxic Disposal Plant Blueprints*

TOXIC DISPOSAL PLANT: LIST

Keep your eyes peeled for 16 doors, 6 switches, 1 trigger, 6 platforms, and 4 teleporters. Useful artifacts include: 2 shotguns, 3 boxes of shells, 1 chaingun, 2 boxes of ammo, 1 Security Armor, 1 Combat Armor,

1 radiation suit, 11 Medikits, 1 Invulnerability Artifact, 1 Soul Sphere, 1 blue skull key, 1 yellow skull key, 1 red skull key, and 1 Computer Area Map.

GENERAL STRATEGY FOR THE IO TOXIC DISPOSAL PLANT

It is possible to complete your journey through the Io Disposal Plant without visiting three very dangerous chambers. All you need is to gain possession of all three skull keys in the following order: blue, yellow, then red. But getting the keys won't be easy. When not in your face, the enemy lurks behind doors and in tight passages. If you excel in combat techniques and your aim is deadly accurate, you will love this mission. If you sustain serious damage, look for the ample supply of Medikits and take some time to regroup. But above all, use the barrels. They can be your friends, especially when you get a group of monsters bunched up. To survive the Io Toxic Disposal Plant, you must be brave. No guts, no glory.

STEP-BY-STEP THROUGH THE IO TOXIC DISPOSAL PLANT

You can think of this mission as being comprised of two legs. During the first leg, you will grab the blue key at far eastern wing. On the second leg of your journey, you get to pick up the yellow and red keys.

The first leg: You begin the level standing inside a small, green-walled pit. Throw switch **1** in front of you to raise the pit floor. The instant you reach floor level, you'll be blasted by Former Humans, Sergeants and Imps. Avoid serious damage by moving quickly, hiding behind rusted steel supports, and taking out as many monsters as quickly as you can. Then proceed to explore the rest of this structure.

Secure the area, and ride the eastern platform up to the second floor. Then dart over to the large metal door on the east side. You will find an open-air section with an odd "bow tie" bridge. Crossing this bridge is tough because you'll be attacked from below by a contingency of Imps. Before jumping in, try to take out a few Imps by aiming at the barrels on either side of the bridge. Then drop down and take on the survivors. Don't worry about finding your way back up onto the bridge. Taking

either bank of teleporters on the north or south walls will land you right back on the bridge at point A. You also get to claim a chaingun and a combat armor if you venture down below.

Proceed east. Get ready to take out a few more aliens as soon as you open the latch at the end of the bow-tie bridge. It's usually best to fight the monsters from your position on the bridge rather than by storming the room. Aim directly at the monsters because if you aim for the barrels, you're likely to take some damage yourself.

Notice the blue skull key floating on a rectangular pit of ooze. The instant you cross the perimeter of the pit, a deadly crusher will descend upon your head to sandwich you in the pit. The best way to grab the key is to stand either north or south of it. Then race across the pit as you snatch the key. Behind the blue key door on the east wall, you'll find switch 2. This switch raises the metal poles that are blocking two circular chambers at the northeast and southeast corners of the structure.

The second leg: Go back across the bow-tie bridge to reach the main square area. Approach the south latch, open it, and rain bullets on the aliens gathered there. You will find two deep trenches converging in the center of the room. One ooze trench leads east; the other west. Though you might feel inclined to go through the blue door on the south wall, it would do you no good. The red key is in there, but four yellow metal shields render it unreachable.

Facing west, near the point where the ooze trenches meet, fire at the barrels below. The chain reaction will consume every monster in the trench. Jump in and run forward. Turn north at the elbow and grab the awaiting radiation suit. Before exiting this chamber, throw switch 6 on the north wall. This switch lowers the metal shields that bar access to the yellow key in the adjoining chamber to the north.



After throwing switch **6**, trace your steps back and turn sharp on the first left. Follow the narrow ooze trench northward until you face the small platform **a**. Push on the platform and ride it up. You will have no choice but to take the Invulnerability Artifact resting on the platform. You will emerge inside an oval chamber with the yellow key in the center. Dispose of any monsters in the room and take the yellow key. Then push against the east wall to get back to the main square area.

Now you have the blue and yellow keys. It's time to go back to the southern chamber and claim the last key. With all three keys in your possession, cross the main square area and reach the northernmost latch. Throw the latch open, and collect the health potions and Spiritual Armors lying about. Finally, push against the red panels covering the exit pit. Jump inside the pit and look for the exiting switch on the east wall.

UNCOVERING THE IO TOXIC DISPOSAL PLANT'S SECRETS

Back in the eastern wing, there is a precious Soul Sphere you might not want to pass up. After throwing switch **2** on the far east wall, head toward the north latch. Open the door and proceed north into the narrowing slime trench. Make a left at the end of the ooze trail, but do not jump in just yet—the area below is full of monsters and barrels. So take a few shots in the dark and listen for the blasts of the ensuing explosions and the dying grunts of the monsters. Then jump in. (This same strategy will apply to the circular room at the southeast room.) Feel around along the south wall to find secret door **c**. Push the door and then activate switch **4**, the switch inside the small indentation on the wall. This switch lowers platform **4** in the circular chamber directly south (across the entire eastern wing) and makes a Soul Sphere available.

Take teleporter **A** in the middle of the room. Emerging on top of the bow-tie bridge, go east again. Then dart for the south latch. Jump in the narrowing ooze trench. Then stand on the threshold of the circular pit and fire to set off the barrels below. Jump in and claim the Soul Sphere. To get out of this rusted metal pit, find secret door **d** on the northwest

side along the wall. You'll have to go through a dark, square room with 9 thick metal pillars. The room is also inhabited by a few Imps and Sergeants. So watch your step as you go.

All but one of the pillars bear lion's head carvings. The central pillar has a satyr figure on its north face. This is really switch 5. Throw it to lower platform 5 in the middle of the south wall, which reveals a backpack and a teleporter. Take the backpack as you plunge through the teleporter. You will emerge back on the bow-tie bridge.

DESIGNER NOTES FOR IO TOXIC DISPOSAL PLANT

This level was originally released as CHRISK23.WAD. Of all the levels I've created, this was the most fun to build, mainly because I took so many liberties with the barrels. I had always wanted to set up a lengthy chain reaction between a great many barrels. This level offered me the chance to make that happen. Also, I had always wanted to create a level with exploding barrels in nearly every room, and this turned out to be that level.

In addition, the yellow and red doors form thin frames up against the sky when opened. I'd like to say I planned the effect, but that wasn't the case. The doors' "floating frames" effect was purely an accident, but I let the doors stand as they were because I was so pleased with the results.

—C. Klie

WEAPONS TESTING FACILITY

The layout of the Weapons Testing Facility looks like some sacrilegious, pagan crucifix of alien origin. Perhaps the trickiest of all Io missions, the Weapons Testing Facility is also among the most whimsical. Complete with a living quarters section which includes beds and toilets, this mission marks the end of the line for Chris Klie's levels. As a parting gesture, Chris has imbued the Weapons Testing Facility with a ton of

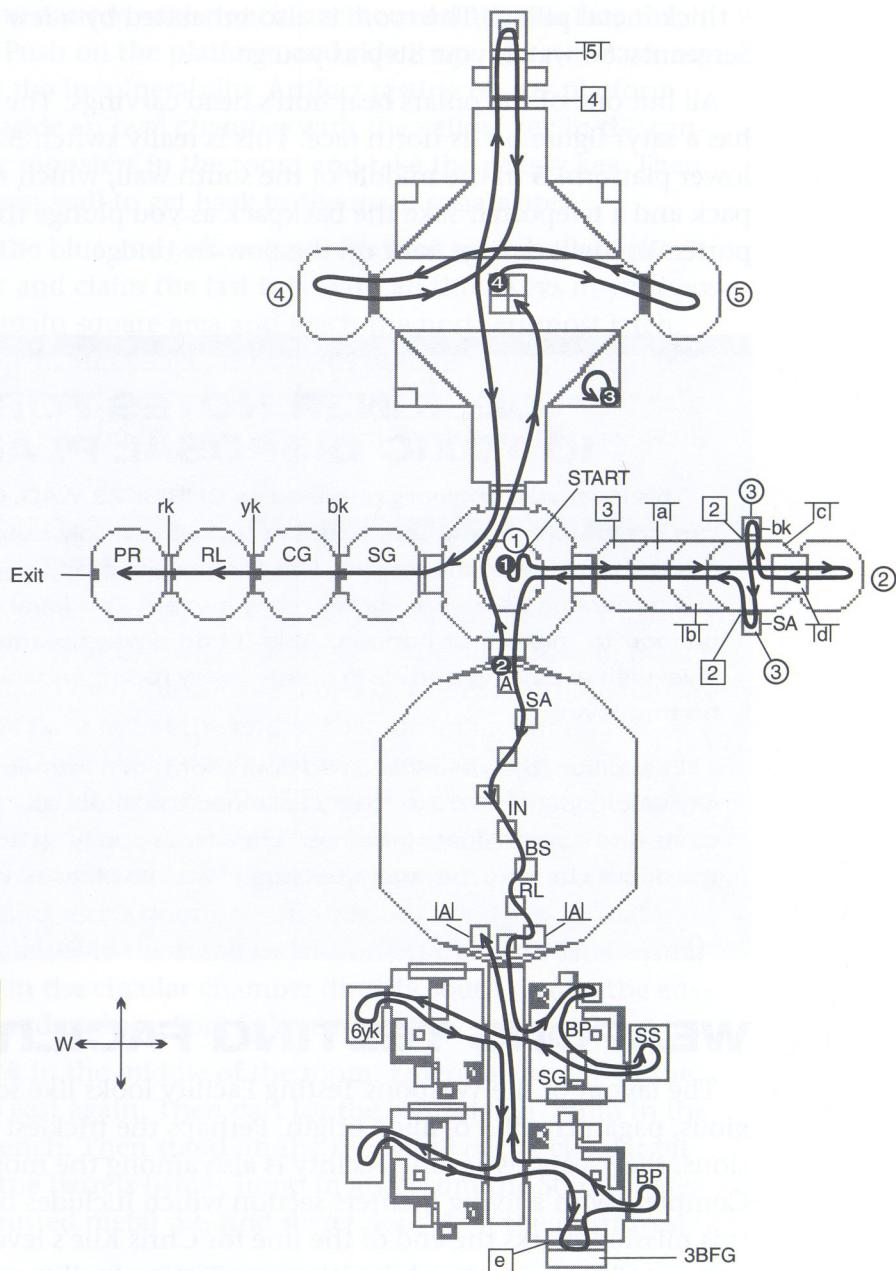


FIGURE 5.4 Level 4: Weapons Testing Facility Blueprints

weaponry and other useful gadgets. Farewell, Chris. And thanks for the plasma rifle.

WEAPONS TESTING FACILITY: LIST

The Weapons Testing Facility boasts 18 doors, 7 switches, 5 platforms, and 10 teleporters. Be on the lookout for the following artifacts: 4 shot-guns, 7 boxes of shells, 2 chainguns, 5 boxes of ammo, 2 rocket launchers, 5 boxes of rockets, 1 plasma rifle, 3 BFG 9000s, 2 bulk cells, 2 backpacks, 1 Security Armor, 2 Combat Armors, 7 Medikits, 2 Berserk Packs, 1 Invisibility Artifact, 1 Invulnerability Artifact, 1 Soul Sphere, 1 blue skull key, 6 yellow skull keys, 1 red skull key, and 1 Computer Area Map.

GENERAL STRATEGY FOR THE WEAPONS TESTING FACILITY

Kill or be killed—that is the essence of this mission. Take advantage of the few precious moments of calmness to collect yourself and plan your next move. The exit to this level is straight down the west wing. To reach the final switch that terminates your mission, you must procure all three keys in the order blue, yellow, then red. Only then will you be able to open the three successive gates leading to the exit. By far the most involved maneuvers in the Weapons Testing Facility are getting the blue key in the triple-layered eastern wing and fighting off the Baron of Hell to get the red key he guards so jealously.

STEP-BY-STEP THROUGH THE WEAPONS TESTING FACILITY

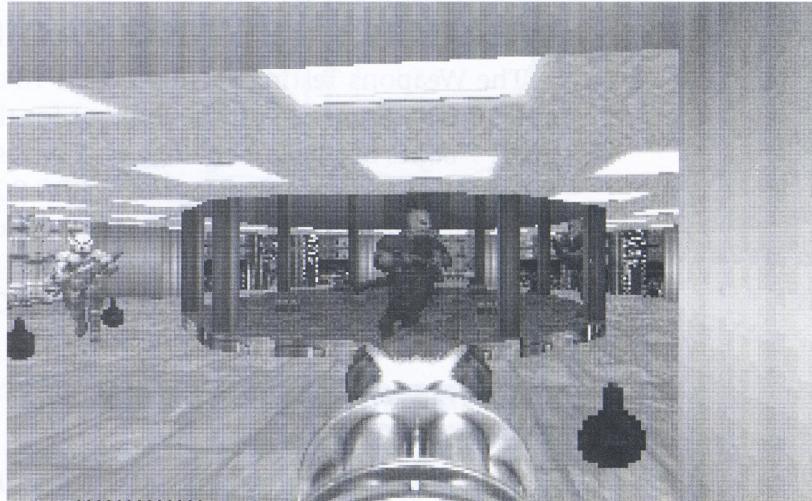
Initial panic: If you survive the first 30 seconds of the Weapons Testing Facility, you might just have what it takes to complete the rest of it. At the start of this mission, you'll find yourself enclosed in a dark, circular, steel chamber which is located above the ceiling of the central room. Find switch **1** on the north wall and activate it. The floor of your chamber will drop to ground level exposing you to a roomful of Sergeants and Former Humans.

To avoid taking a serious pounding, back up quickly after you activate the switch. Don't stop moving until your back is against the southern platform. In this way, no one can shoot you from the back. Then pick your shots and dodge the incoming fire. Having secured the central room, you are ready to go hunting for the blue key in the eastern wing.

Getting the blue key from the room of layered platforms: The eastern wing of this installation is a large, hallway-like room with four successive escalating platforms. You will find a number of Sergeants perched on each platform ready to unload on you. The first order of business is to clear the room. After that, you must operate the platforms in just a certain way to claim the blue key.

Get ready to fire as soon as you throw the eastern latch open. From their platforms, the Sergeants have an excellent angle on you and can inflict exquisite pain. Don't run inside just yet. Take out as many Sergeants as you can from the entrance. Once you are inside this wing, the door behind you closes and remains closed until you are able to throw either of two switches labeled **3** on the map. These switches, as you will see in a moment, are rather difficult to get to.

Press eastward, lowering each platform as you come to it. When you come upon the rusty metal pillar, push on it to lower it as well. Get on top of it. When it rises about halfway up, jump east toward switch **2**. This switch opens two doors along the north and south walls of platform **C**. The north door leads to the blue key and to switch **3**. The south door leads to a Security Armor and to another switch also labeled **3**. The switches are both labeled as **3** because they both activate the same door. But to get at everything, your timing must be perfect.



After activating switch **3**, on the far east wall, run back toward the pillar and ride it up. When you reach the floor level of platform **C**, jump off onto the next lower platform, **B**. Quickly turn around and push to lower platform **C**. Get back on platform **C** and run for the north wall. You will see the north door which opened when you pushed switch **3**. (A similar door also opened on the south wall.) Run in to grab the blue key. Then push switch **3** quickly, before platform **C** begins to raise. This switch opens the main door to this wing for a few seconds. You have just enough time to back out onto the platform, and run out. You could also attempt to get the Security Armor on the other wall by repeating the process.

Hopscotch anyone? With the blue skull key in hand, go back to the central room and then head toward the south latch. You're about to hop, skip, and jump your way to not just one, but a roomful of yellow keys. When you open the south latch, you'll encounter a large, open courtyard with a sunken floor and a semi-straight row of pillars. Your job is to cross the courtyard by hopping from one pillar onto the next, without falling off. But first, you must blow away the Sergeants and Former Humans occupying the pillars. Then take some shots at the Demons and Specters scurrying about below.

Obvious as it may sound, the best technique for hopping across the pillars is to take them one at a time. Align yourself carefully and accelerate in a quick burst. Then as you land, pull back immediately to stabilize yourself. Align yourself again, back up a few inches to get a bit of a running start, and go again.

If you fall into the pit below, don't worry. For one thing, you may want to fall. Scattered between the pillars, you will be able to find a Security Armor, an Invisibility Blur, a Berserk Pack, a rocket launcher, and a case of rockets. Near the south end of the courtyard there is a set of twin teleporters, **A**. Taking either one will put you back on the first pillar at the north end of the courtyard.

If you need to relieve yourself, do it now: After reaching the blue door at the south end of the courtyard, throw it open. You'll find a long and bright hallway flanked by four living quarters, two on each side. The yellow keys, all six of them, are found inside the first dorm room on the west side. Open the door and kill its inhabitant. Inside

you'll be pleasantly surprised to find comfy, cozy living quarters. The quarters are equipped with beds, showers, sinks, and even toilets! There are also workstations, and plenty of closet space. Search the closet and uncover the yellow keys. Take one. And if you want to break for a second and hark nature's beckon, why there's a clean toilet right there. Search and seize all the good stuff in the remaining dorms.

A showdown with the Baron and the subsequent snatching of the red key: After reaching the latch north of the central area, throw it wide open and pour lead on the faces of your ungracious hosts. Near the center of this square open area, you'll find a large, a green-marble slab slightly raised over the floor. This slab is in reality four teleporters grouped together. If you look behind the diagonal walls at the corner of this courtyard, you will find that each one has a similar, but smaller platform. (Also, each of these areas contains a valuable artifact.) Each of the teleporters in the isolated corners is connected to a corresponding teleporter in the center of the courtyard. Very conveniently, the location of the teleporters in the center corresponds to the location of its counterpart in the corner.

March inside the room and step on the southeast corner of the central teleporter, which resembles a large cement slab in the middle of the room. You'll appear on top of a small teleporter at the southeast corner, just a step away from the Invulnerability Artifact. Back up a step to grab it. Then step off the small teleporter and get back onto it to activate it. You will emerge back in the center of courtyard. Head directly for the door along the east wall and open it. This room, like the one across to the west, is nothing but giant crushing metal ceiling that could pulverize you in seconds. But you're invulnerable for the moment, so run inside the room and throw switch **5**, which lowers a marble block to let you gain access to the red skull key at the far north end of this courtyard.

Race across to the west side and do the same. The switch in this room, switch **6**, opens the marble wall at the far north releasing a heinous Baron of Hell. While you're still invulnerable, go out to the courtyard and force-feed the Baron a serving of five rockets. Then it's simple. Run to the north end, grab the red key, and you're gone.

The last leg of your journey should be uncomplicated. Just find the west wing and traverse its length by opening the tri-colored gates. And

along the way, pick up all the weaponry, which includes a plasma rifle and a couple of bulk cells.

UNCOVERING WEAPONS TESTING FACILITY'S SECRETS

Along the east wall, the southernmost dorm offers a very nice surprise. Climb over the bed and push against the planetary picture. It will lower to reveal a hidden chamber hiding three BFG 9000s. This is Chris' way of saying, "Hey, I'd hate to leave you tackling Bob's levels without evening the odds a bit."

DESIGNER NOTES FOR WEAPONS TESTING FACILITY

I'm indebted to Mal Blackwell, who gave me the idea of incorporating beds, showers, sinks and toilets into a Doom level. I ripped the idea, and I mean I *ripped* it, from Mal's excellent level entitled REDRUM.WAD (available on CompuServe and America On Line). Believe me, Mal doesn't mind that I ripped the idea. We've discussed this, and Mal regards my using his idea as a form of flattery, which it is.

Oh, by the way, this level, like The Core of Evil, was never released as an individual WAD file. Rather, it was released as part of CHRIS_E1.WAD, the nine-level package deal. When I compiled my individual levels into CHRIS_E1, I realized there'd be little incentive for gamers on line to download the sucker, unless I were to include something new. Actually, I'm not at all certain how many have seen the level until now, because it was originally CHRIS_E1's E1M9, now E2M5, Io Training Camp.

—C. Klie

IO TRAINING CAMP

You've stumbled upon an elite UAC training facility, pal. Built for the explicit purpose of training bright, young recruits who've signed their lives over to the military, Io Training Camp separates the wheat from the

chaff. It will put you through some drills guaranteed to test your mettle. Four distinct areas comprise the whole of Io Training Camp. Each area offers unique construction styles and other special attractions. The northernmost area forms a network of irregular underground burrows. When you enter Io Training Camp, you'll be subject to all kinds of rigorous discipline and physical abuse. Io Training Camp is not recommended for the weak of heart. Wimps need not apply.

10 TRAINING CAMP: LIST

This level is rather economical in the number of weapons and power-ups. These are the weapons: 1 rocket launcher, 1 chaingun, and 1 plasma

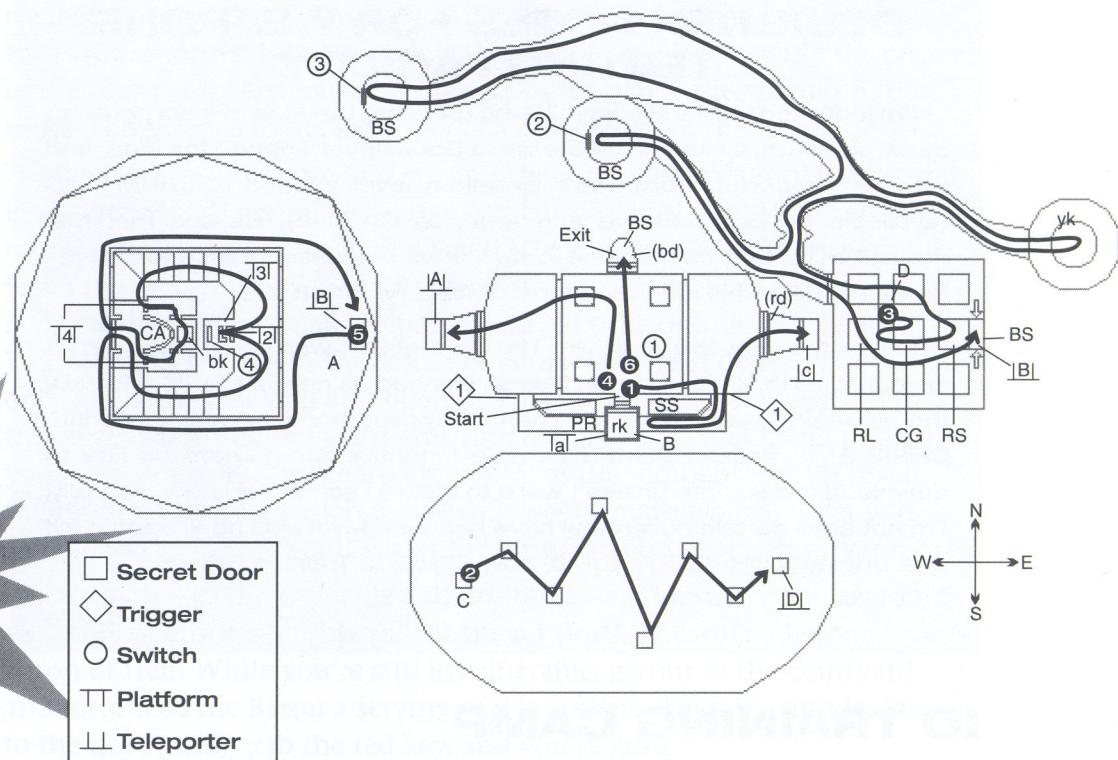


FIGURE 5.5 *Level 5: Io Training Camp Blueprints*

rifle. The powerups include the following: 1 Combat Armor, 4 Berserk Packs, 1 Soul Sphere, and 1 radiation suit.

GENERAL STRATEGY FOR THE IO TRAINING CAMP

Except for a few precious and rare moments, be ready for fast action at a heart-racing pace. If you can maneuver nimbly, you will definitely want to rely on quickness and agility. To reach the exit for Io Training Camp, you have no choice but to visit nearly every remote corner of the installation. You must systematically obtain first the red, then the yellow, and finally the blue keys. Only then can you push the final exit latch open, which, ironically, is only a few feet away from your initial entry to Io Training Camp.

STEP-BY-STEP THROUGH THE IO TRAINING CAMP

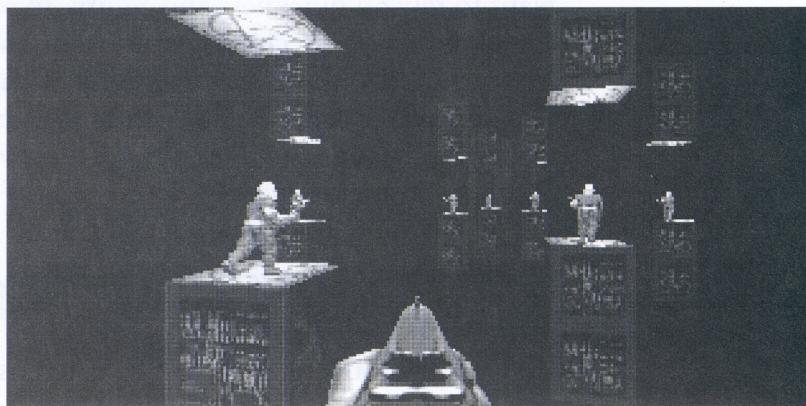
Going for the red: As this level opens, you're standing in the second level of a dimly lit room. Below you to the east and west, there are two metal latches, each requiring the red key before yielding. The only things occupying the mezzanine where you stand are four square pillars. Across the space to the north, the exit latch is in plain view. If you were to try the exit latch at this point, you'd be disappointed to find it requires the blue key. Also, if you try to jump over the balcony ledges, you'll find your efforts wasted. The ledges are just too high to jump over into the areas below.

Each of the four pillars around you bears a skull switch on each of its faces. Activate any one of the many switches. This causes all four pillars to drop down to near-floor level, revealing a few Sergeants in the process. Now the fun begins. After overcoming the Sergeants in the mezzanine, think! How are you going to reach the areas below? If you notice, none of the pillars sunk completely into the ground. You can now walk over any of them, clear the balcony ledge, and reach the east side of the chamber below. Once there, you are forced to battle a couple of Imps and some additional Sergeants. To avoid getting seriously messed up, you

might want to run south and west into the hallway, but be ready for another attack coming from the west side.

While in the southern part of the chamber, notice a tall and narrow lift, labeled as platform **a** on the map. If it isn't already lowered, push against the lift and claim the red skull key on top. Find your way to the east side of the chamber and open the red door. Next, hop onto teleporter **C** and ... whoa! The sound of bones exploding from within tells you you've teleported right on top of a poor devil Sergeant. You find yourself in a dark, wide-open room with eight teleporter towers, each one occupied by a Former Human Sergeant. Each of the teleporters in this chamber operates in inverted mode, meaning that they activate whenever you attempt to step off rather than get on top. While standing on the first teleporter where you landed, you can attempt to fire at the Sergeants in the distance. Or you can rip them apart from the inside (a very pleasant thought) by teleporting to each teleporter in the room. To do this, simply step off the teleporters one at a time. You will cross the length of the room beaming from one teleporter onto the next, and in the process you get to hear the sound of flesh and bones tearing with each move. When you reach the last teleporter, **D**, you will materialize in a hot lava chamber at the east end of Io Training Camp.

In search of the yellow key: The eastern square chamber has a number of weapons you will want to grab, along with an indispensable radiation suit. But first you should put away the few Imps and Sergeants in this area. As soon as you can, climb on top of any of the nine pumping platforms in the room to get away from the red hot lava. The radiation suit is clearly visible near the east wall of the chamber, but don't pick it up just yet. Once things have quieted down, face the northwest corner and fire one shot at the indentation that appears to be a door. In



fact, it is an impact door. When it opens, remain on top of your platform and wait for the Sergeants, Former Humans, and Imps that are sure to come out any moment. You want to kill as many of them as you can before venturing into the burrows. You'll want to maximize the time the radiation suit holds out once you begin wading through the toxic ooze. You won't want to waste precious seconds fighting the beasts when you should be running after the yellow key.

After you have done away with a good number of beasts, grab the radiation suit. As you enter the toasty and sinewy burrows, hug the wall to your right and follow the curve into a circular chamber where the yellow key awaits. Then turn west and move as fast as you can, continuing to stick close to the right wall. You will go a ways before reaching another circular chamber, this one with a skull switch (labeled **3** on the map). Throw this switch to remove one of two barriers keeping you from an important switch back at the west end of Io Training Camp. Head east and follow the southern wall to a third circular chamber where you must throw skull switch **2**. This switch removes the second barrier keeping you from the aforementioned switch in the west end. Having visited the three circular chambers, race back to the square room with all the pumping platforms. Find the spot between the arrows at the far east wall and stand on it. You will teleport back to the initial entry spot.

The final battle for freedom and the blue key: Proceed to the west side of the central chamber. Open the red door and jump into teleporter **A**. You will emerge at the east end of the single floating structure west of the main central building. The enemy is entrenched in and around the single stone building at the center of the open, circular courtyard. Stick as close as you can to the building's wall. In this way you avoid the shotgun blasts and fireballs from the monsters inside. Circle around the building and put your chaingun or plasma rifle to good use. When you reach the west side of the building, where its entrance is found, stay near a corner and try to massacre a few more monsters before going through the door.

Finally, storm the building by climbing the stairs on either side of the yellow key doors. After you've made a clean sweep of the building, locate switch **4** set into the west wall, and throw it. The narrow pillars that bar you from reaching the blue key downstairs will raise to let you through.

But the pillars only stay up for about six seconds. As soon as you throw the switch, run down the stairs, open either yellow key door, and pass the raised pillar. Grab the blue key, and exit the building and get back onto the teleporter where you materialized. Then simply walk across the floor of the entry chamber and open the final blue latch.

UNCOVERING THE IO TRAINING CAMP'S SECRETS

The skull switch at the bottom floor of the central area is only visible while you are standing on platform **a**. But this switch is merely a decoy. It does absolutely nothing. Turn around, face south and activate the south wall as you would a switch. You'll then have access to the plasma rifle and the Soul Sphere which taunted you from the southeast and southwest hallways.

DESIGNER NOTES FOR IO TRAINING CAMP

Originally, this level was released as part of CHRISK.WAD, which did a brief stint on CompuServe. There's no real theme or direction in the level. In fact, it's kind of a "lost" ChrisK level, as I had no intention of releasing it. Simply put, construction of this level gave me the opportunity to play with some new ideas—most notably the free-standing building which makes up the map's westernmost portion. I had always toyed with the idea of constructing a building that would tower above its surrounding borders, but I wasn't entirely sure how to do it. Finally, I decided to construct an arena of sorts with the building at its center. I then encircled the building with eight triangular sectors with ceiling heights lower than the rest of the arena, thereby creating the illusion of a building towering high above its surrounding walls.

—continued

It's an accomplishment of which I'm quite proud—one which served me well when I set out to construct a ChrisK replacement for the downtown level in Doom II. Also, this level gave me the opportunity to incorporate "telefragging for fun." That whole room with the eight teleporter towers is a bit of a joke, really, one I thought Doom enthusiasts would enjoy. Here is a chance to "telefrag" a mess of unsuspecting Sergeants simply for the joy of it. Nothing beats hearing eight times in succession the wet, crunchy sound of a telefrag.

All in all, this level gave me the chance to incorporate some new ideas into the ChrisK levels, while trashing them at the same time. This would be the last level I constructed for Doom, as the release of Doom II was fast approaching. The level allowed me to branch out a little bit, but it also allowed me to inject a little humor to poke a little fun at anything else I had constructed.

—C. Klie

IO MILITARY GARRISON

The Io Military Garrison is an austere, solid structure, that appears to have been carved from a single gigantic rock. Its main, central area consists of two stories of long corridors and hallways. A large, open courtyard surrounds the central structure on the north, south, and west flanks. As you would expect, the Garrison is a hot spot of activity for disgruntled Sergeants and their subordinate Former Humans. But this mission also includes a large number of Demons, Imps, and Specters. And for the first time since the Massacre On Callisto, Cacodemons make a comeback in this mission. Wide areas, large windows, and key observation and sniping points render this level absolutely perfect for Deathmatch play. But even when played solo, this level is a most challenging gore-fest.

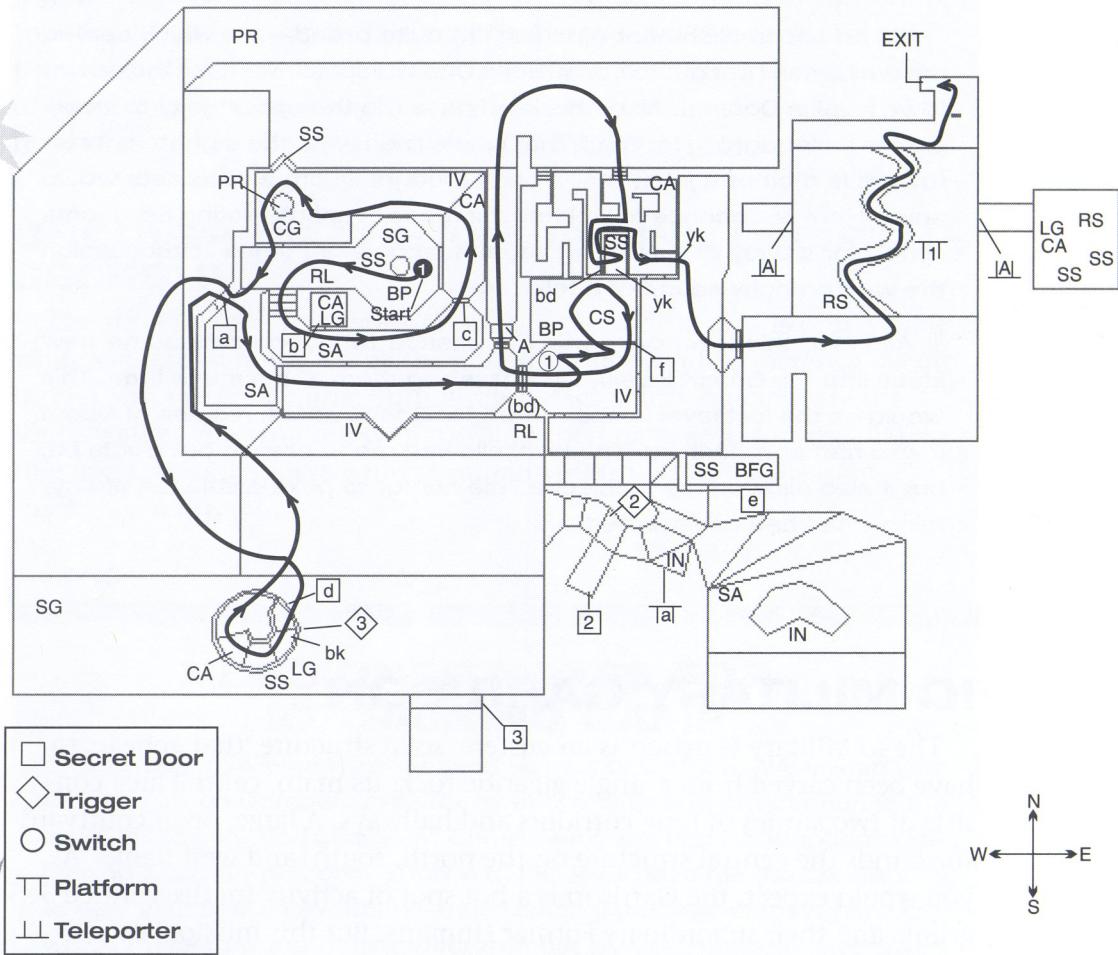


FIGURE 5.6 *Level 6: Io Military Garrison Blueprints*

10 MILITARY GARRISON: LIST

The Io Military Garrison includes a large number of secrets and weapons. You will encounter 6 secret doors, 2 triggers, 1 platform, and a single switch. The weapons and useful artifacts include: 2 plasma rifles, 1 chaingun, 2 rocket launchers, 1 shotgun, 1 chainsaw, 1 BFG 9000,

6 Soul Spheres, 4 Combat Armors, 3 Light Goggles, 2 backpacks, 3 Invulnerability Artifacts, 1 radiation suit, 2 Invisibility Blurs, and 1 Security Armor. You will also find blue and yellow security cards.

GENERAL STRATEGY FOR THE IO MILITARY GARRISON

To overcome the Garrison, not only must you defeat entire armies of monstrous troops, but you must also keep your mind focused to discover the locations of the blue and yellow security cards (in just that order). Only then will you be able to reach the large east chamber leading to the exit. But even if you make it to the east chamber, you must also locate the vital switch **1**. This switch raises a curvy bridge over the large ooze pit in the exiting chamber, allowing you to cross over and reach the end.

Your best allies in this mission are your reflexes and your cunning. You will be fighting like a rabid animal, and indeed you might be one when all is said and done.

STEP-BY-STEP THROUGH THE IO MILITARY GARRISON

The simplest strategy for overcoming this level consists of building up your weaponry and health in the inside chambers before venturing to the outside courtyard. Once in the courtyard, you will want to penetrate the circular building near the middle of the southern wall. Inside this kiosk-like building, you will find the coveted blue security card, and a Combat Armor. With the blue card in your possession, you should then go after the yellow card inside the maze-like chamber near the northeast end of the central area. On your way there, you must not forget to flip the key switch **1** (which raises the bridge over the troubled ooze). Finally, it's just a matter of reaching the western chamber.

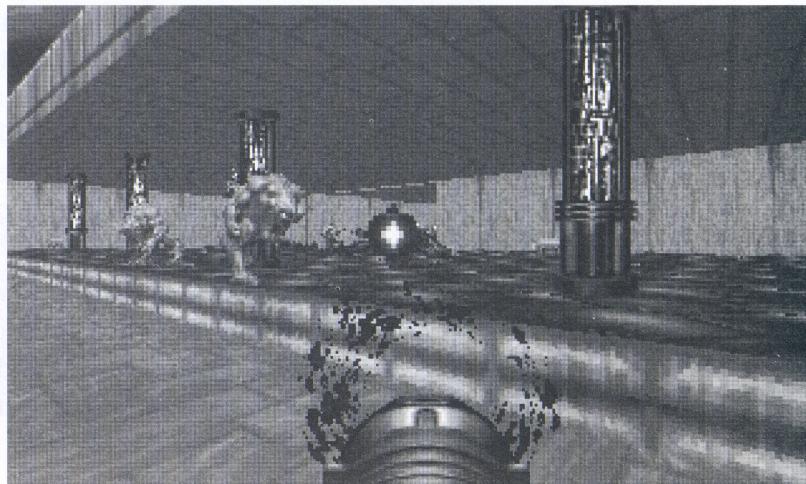
Stacking up on hardware and reaching the southern kiosk: You start out this mission near the center of the Garrison, standing in a high ceiling area. Immediately behind and to the north, you should be able to see two large windows in the upper level, where Sergeants and

Former Humans pace in place. (You will want to reach the upper level to claim a generous booty of armament.) To the west, you will see a wide hallway and a set of stairs near its end. The instant you take a couple of steps, you will register in the aliens field of vision and they will begin to fire down upon you. To survive this onslaught, you have to fire at the enemy on the upper level in the north and west windows. But you must not forget that Sergeants can also swarm you from the western hallway.

Take out as many infidels as you can from and around your initial position. Then run down the western hallway and blow away any aliens that step near the barrels at the end. Reach the stairs on the south wall of the hallway and climb up into the darkness. As you reach the top floor, follow the dark hallway turning west and feel along the wall on your left side for secret door **b**. Open this door and claim a Combat Armor and a pair of Light Amplification Goggles. Then continue westward down the hallway. If you have a chaingun or, better yet, a plasma rifle, use them to clear your path as you continue moving down the hallway.

You will reach what seems to be the end of the hallway, but press on. Push secret door **c** open to continue northward. Blast your way through the hallway and follow it to its westward end. Look for a plasma rifle and a chaingun behind the pillar near the hallway's end. Also take the Soul Sphere perched on the angular window just north of the pillar. Then jump into the floor below and you'll wind up near the spot where you took the stairs initially.

Follow the hallway next to the stairs and push secret door **a** along the angular west wall. Take out as many Imps and Sergeants as you can before running outside. Finally, run out and make your way toward the southern wall to find the kiosk building. Locate secret door **d** and push it open. Then enter and take possession of the blue key. You will walk



over trigger **3**, causing secret door **3** to open near the southeast end of the courtyard. After taking the blue key, continue going up and take care of any Former Humans upstairs. Then jump out the window, switch to your rocket launcher and face southeast. Spread a series of rockets across the advancing alien wall of Imps, Demons, and Sergeants. Now that you have the blue key, you can open the blue door, behind which you'll find the yellow key, as explained next.

Throw the key switch and grab the yellow key: Get back inside the Garrison through secret door **a**. Then run down the southern hall all the way to its eastern end. Use the blue key to open the large metallic door. Pour a few charges as you move in to annihilate the room's inhabitants. Then find switch **1** near the northwest corner of the room and activate it. (This switch raises the bridge, which until a few seconds ago was submerged beneath the ooze in the exiting chamber.) While you're in the area, take some time to battle the Imps and Sergeants in the eastern courtyard. Two wide windows on the east and south sides will allow you to shoot at passersby, but this may also make you prone to injury. If you wish to get a chainsaw, visit the adjoining chamber to the north, which is accessible by pushing secret door **f** near the northeast corner of the chamber. If you do go in this room, don't let the swarm of Lost Souls get too close to you before you blast them all to Hell.

It's now time to go after the yellow card. Go back to the wide hallway just east of the blue door. Open the metal latch on the north wall and unload your favorite weapon on the monsters gathered in the tight, narrow space. This hallway cuts across the main area to join the northern end of the outside courtyard. Turn eastward as you exit the tunnel and greet the Sergeants gathered near the barrels with the appropriate salute for aliens of their ilk. Locate the westmost metal latch and enter the maze-like room with tight turns and multiple wall divisions. Work your way past the impetuous Imps to the small chamber near the center sealed by a blue door. Open this door, snuff the Imp inside, and grab the yellow card and the Soul Sphere.

The last push for the exit: Now you have everything you need to clear this mission. But you must still get past any survivors in the eastern courtyard and also face a couple of Cacodemons in the exiting chamber.

If you have plenty of juice left, the plasma rifle is the weapon that can get you through the last leg most effectively.

UNCOVERING THE IO MILITARY GARRISON'S SECRETS

Near the southeast end, just outside the main central area, you will find a set of steps that split into northeast, southeast, and southwest paths. At the point where you turn south on the stairs, push against the northeast wall, which is in reality secret door **e**. Inside you'll find a Soul Sphere and a BFG 9000. Yes!

Blow up the barrels blocking the narrow entrance to a southeastern courtyard of sorts. This courtyard is a Specter holdout, so take the necessary precautions as you attempt to reap the Security Armor and the Invisibility Blur in this area.

Following the steps westward as they hook back out to the southern courtyard, push against secret door **a** to grab an Invulnerability Artifact. As you get move closer to the end of the stairs, you will cross over trigger **2**, which will open door **2** to unleash a few more maniacal monsters.

DESIGNER NOTES FOR IO MILITARY GARRISON

IO Military Garrison (my first attempt at an actual level) sat around a while as I continually cleaned my chops and grew in experience and sophistication in my design abilities. I also benefited from the updates to DEU and BSP. [I have to figure out what BSP is.] In its early stages, this level was plagued by a chronic case of the HOMs. Eventually I found that adding a sector here and there removed most of these. I returned to polish this level after I had created a few more WAD files. Incidentally, I used this level as a secret level in the BOBKD.WAD episode I posted on CompuServe and America OnLine.

—R. Carter

THE DRAINING PIT

The entirety of The Draining Pit is contained within a roughly rectangular area. Wide open spaces, a plethora of strategic vantage points, and an enormous supply of weapons and powerups make The Draining Pit an ideal Deathmatch mission. This doesn't mean, however, that the solo player can't have a ball too. In fact, as a lone contender, you will get a great deal of satisfaction from defeating hordes of vengeful aliens and reaping the many benefits this level has to offer. The rooms comprising The Draining Pit are mostly austere looking. There is only one computer chamber. For those who like to tread a fine line, The Draining Pit rewards you handsomely for your agility and grace in negotiating a couple of tight-rope type of situations. Finally, if you're wondering why this construction is called "The Draining Pit," after visiting the large, lake-like pit on the north-west side, you will discover just how appropriate the name is.

THE DRAINING PIT: LIST

Be prepared to uncover 9 secret doors, 3 triggers, and 2 platforms. This mission brims over with weapons and powerups. First the weapons: 1 BFG 9000, 1 rocket launcher, 1 chaingun, 3 shotguns, 1 chainsaw, and 1 plasma rifle. The powerups include: 5 Soul Spheres, 3 Combat Armors, 4 Security Armors, 2 backpacks, 5 Invisibility Blurs, and 4 radiation suits. There is a single red skull key in this level.

GENERAL STRATEGY FOR THE DRAINING PIT

Once you know where it is, reaching the exit in this level is not without complications, but it can be done rather brainlessly. All you have to do is blast your way to the long ooze pit and dive in. Then it's a simple foot race. But if you want to emerge from The Draining Pit with a euphoric feeling of accomplishment, then you won't want to pass up the many opportunities to engage the enemy and uncover cool installation secrets. Use the abundant supply of powerups wisely. Considering that about a third of this level consists of ooze, you know you will go through at least a couple of radiation suits.

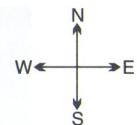
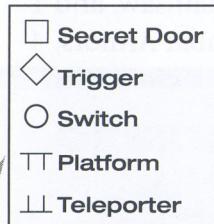
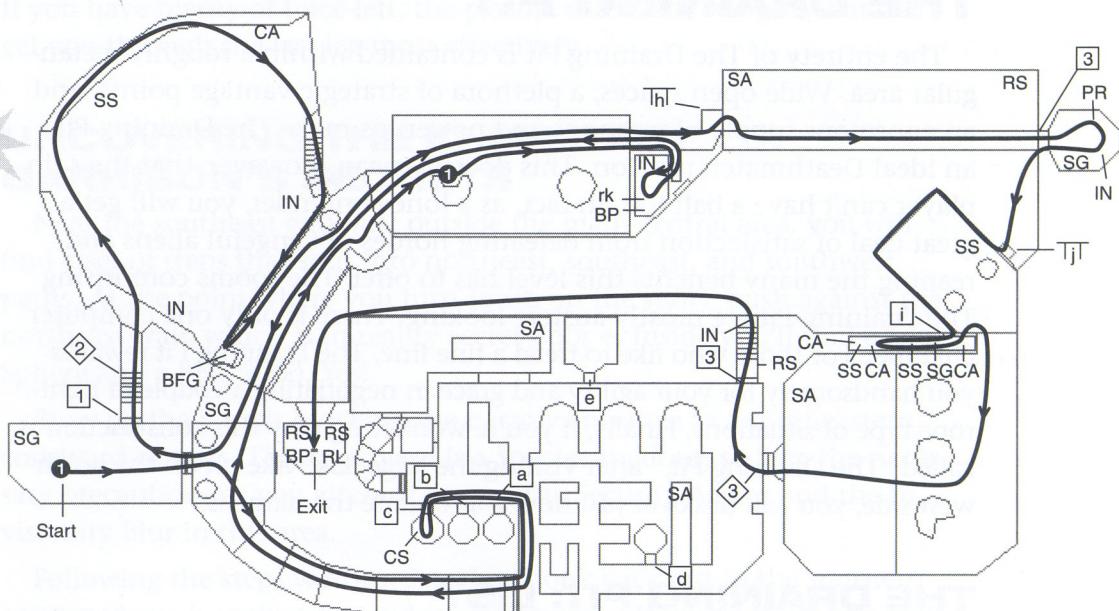


FIGURE 5.7 Level 7: The Draining Pit Blueprints

STEP-BY-STEP THROUGH THE DRAINING PIT

The most efficient and calculated way to conquer The Draining Pit is outlined in the ideal route. Here are a few descriptions of the toughest moments.

Draining The Pit: If you can manage it, you should make every effort to visit the ooze pit at the northwest end. There you can claim a Soul

Sphere, a Chaingun, and a Combat Armor. Leaving the ooze pit, you can also snatch a BFG 9000. But the price of all these implements isn't cheap. First, you must obtain the red skull key and activate a key switch, switch **1**. The red key will allow you to get back in the initial entry room. (The pit is only accessible from this room.) Switch **1** opens a secret door along the north wall of the entry room, thus connecting you to the ooze pit.

After visiting the southern computer chamber and reaping some of the loot there, head northward along the wide, western hallway. Fight off the approaching Imps and Sergeants. As you reach the hallway's northwest stretch, you will notice two large bodies of ooze; one to the east, the other to the west. To complete this challenging leg, you might want to resist the temptation to engage the Imps heaving fireballs from the long rooms south of the rectangular ooze pit. Instead, concentrate on the task at hand.

Continue northeast through the dark, rectangular room. Let your plasma rifle open a path for you through tough alien flesh. Take the short and narrow hallway south at the end of the rectangular northern room. Fend off the Imps lodged there and push through the metal latch on the west side. Inside the small chamber, you will find a backpack, an Invisibility Blur, and, of course, the red skull key. Take the goods, but you might wish to leave the Blur behind because you might need it for a later maneuver. Beat it back to the initial entry room (which you can only pry open with the aid of the red skull key). Before you leave the rectangular room, however, be sure to activate switch **1**, cradled in the north side of the irregularly shaped, eastmost pillar. This switch opens secret door **1** inside the entry room.

Once you are back inside the entry room, walk down the stairs leading to the ooze lake. The last step acts as a trigger (trigger **1**) causing the ooze to evaporate completely before your eyes. Race down and mow down any roaming Specters. Then sweep the periphery of the now bone-dry pit and claim the Soul Sphere and the Combat Armor. Take the steps at the northeast end of the pit as you unload on the few Sergeants and the Specter standing guard.

As you reach the top level, do not step off the narrow ledge. Stay on it and turn to face southwest. Then walk along the length of the narrow

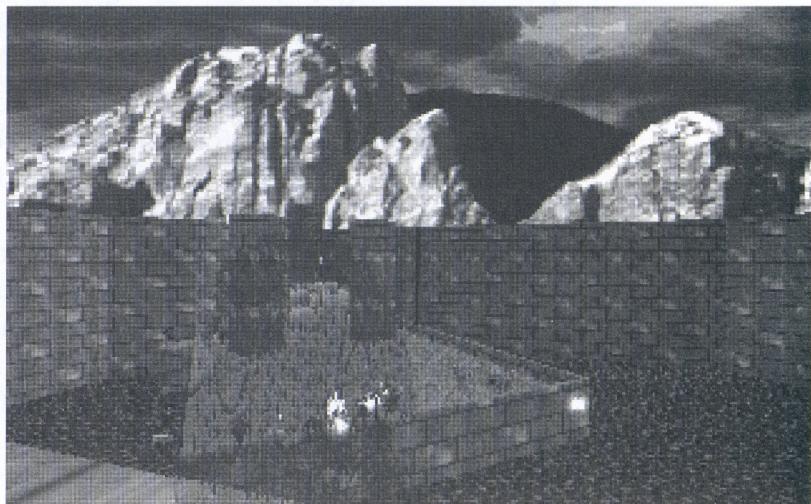
ledge until you reach the pillar near the south end of the pit. Circle the pillar along its west side very carefully to avoid falling back in the pit. By this time you will have noticed that the pillar is completely hollow. Nestled in its walls you will find a most welcome BFG 9000.

Grabbing more loot en route to the exit: Having just left the northwest pit behind, you are now ready to face another challenging situation. Your next goal is to uncover a narrow secret enclosure where an ample supply of Combat Armors and Soul Spheres can be had. After that, you will want to uncover another secret passageway and wrestle free the radiation suit waiting there. This should be enough to navigate the length of the rectangular ooze pit and see you through the exit.

Head northeast, back toward the rectangular room. If earlier you left behind the Invisibility Blur in the small chamber where you found the red key, you might want to retrieve it now. Reach the eastern hallway leading to platform **h**. Don't let the Imps on top of the platform take you by surprise. You should be able to blow them clean off the platform with squarely placed gunshots. But feel free to use your

imagination in disposing of them satisfactorily. Climb platform **h** and then get on top of the raised walkway overlooking the north side of the rectangular pit. Below and to the southeast, you will see a gruesome party of Imps gathered on a wide balcony. Taking advantage of your invisibility, rain lead upon the Imps as you slide sideways toward the east end of the walkway.

When you get to the metallic area at the end of the walkway, push it open. This is secret door **g**. Inside a techno-chamber, you will find a plasma rifle, a shotgun, and another Invisibility Artifact. Take it all, then



run out and jump into the ooze. Try to land near to the Soul Sphere floating over a small platform on the east side of the large balcony below.

Push against platform **j** to lower it to ground level. Get on top and embrace the Soul Sphere. As you reach the top, don't get off the ledge. That's right. You're going for another tight-rope walk. Walk along the periphery of the balcony until you reach its southwest corner. Look at the wall and push just on the west side of the rusted metal beam. The narrow secret door **i** will open. Climb inside and feast on the Soul Spheres and Combat Armors. (If only it were possible to save them for later.)

Trace your steps back to the balcony, then proceed south inside a large chamber divided in half by another ooze pool. Traverse the ooze toward the metal latch on the west side. Any monsters in this area should prove mere distractions as you are healthier than you've ever been and armored to the hilt. Push open the latch and step inside the computer chamber (which you might have visited in the very early going, though from a different entrance). Stepping indoors, you will surely activate trigger **3**. This will be obvious when you see a small secret door opening immediately north of the entrance. Climb up the short steps of the small passageway, claiming the radiation suit and the Invisibility Blur. You should be facing the rectangular pit once again. Dive. Then high-tail it eastward. Take the sharp southward turn and walk into the small exiting chamber. Flip the exit switch. Bye.

UNCOVERING THE DRAINING PIT'S SECRETS

Although nearly every secret was already revealed, there are still a couple more you might want to know about. The computer chamber houses a total of four secret doors that give way when you push against them. These are doors **a**, **b**, **c**, and **d**. The first three are found on the southwest wall. Each door opens into an identical round enclosure. Some of these contain rocket boxes. Behind door **c**, there is (or was) a chainsaw. Secret door **d** is at the south end of the computer console near the southeast corner. Finally, secret door **e** is in the middle of the north wall.

DESIGNER NOTES FOR THE DRAINING PIT

When I set out to build this level, I wanted to create a large facility suitable for unabashed Deathmatch competition. I wanted it to have lots of windows and large open areas where players could ambush one another. I also wanted to load the level up with weaponry, powerups, and ammo. The large ooze pit, which drains before your eyes as you take the last step leading to it, was added after I felt like there was perhaps a few too many gallons of ooze in this level. I initially released this level as the first one in a small collection I put together and released online, BOBKD.WAD.

—R. Carter

LATE FOR SUPPER

Late For Supper is the pièce de résistance and a most satiating ending to your tour of The Killing Fields of Io. Guaranteed to satisfy the most ravenous appetite for in-your-face type of violence, Late For Supper will leave you battle delirious. Like many of Bob Carter's level designs, Late For Supper is also an ideal environment for Deathmatch. The plumbing-like network of corridors and connecting open chambers offers plenty of opportunities for monsters or other humans to set up an ambush and pounce on you at every turn. Late For Supper also treats you to a unique dining room complete with a table set for five. An imposing set of stairs on the south wall adorns and complements the dining room's Spartan, understated decor. Also, this mission boasts an elevator that cuts across three floor levels. If you're still hungry after being almost too Late For Supper, consider yourself lucky. Consider yourself alive. A whole new realm of horror awaits you in the next and final episode.

LATE FOR SUPPER: LIST

Late For Supper is rather economical in its installation devices. There are only 2 triggers, 2 secret doors, 4 teleporters, 1 switch, and 1 platform. The weapons include: 3 plasma rifles, 1 shotgun, 1 chainsaw, 1 chaingun,

and 1 rocket launcher. The list of powerups is impressive: 1 radiation suit, 1 Security Armor, 2 pairs of light goggles, 3 backpacks, 2 Invisibility Blurs, 1 Soul Sphere, 1 Berserk Pack, and 3 Combat Armors.

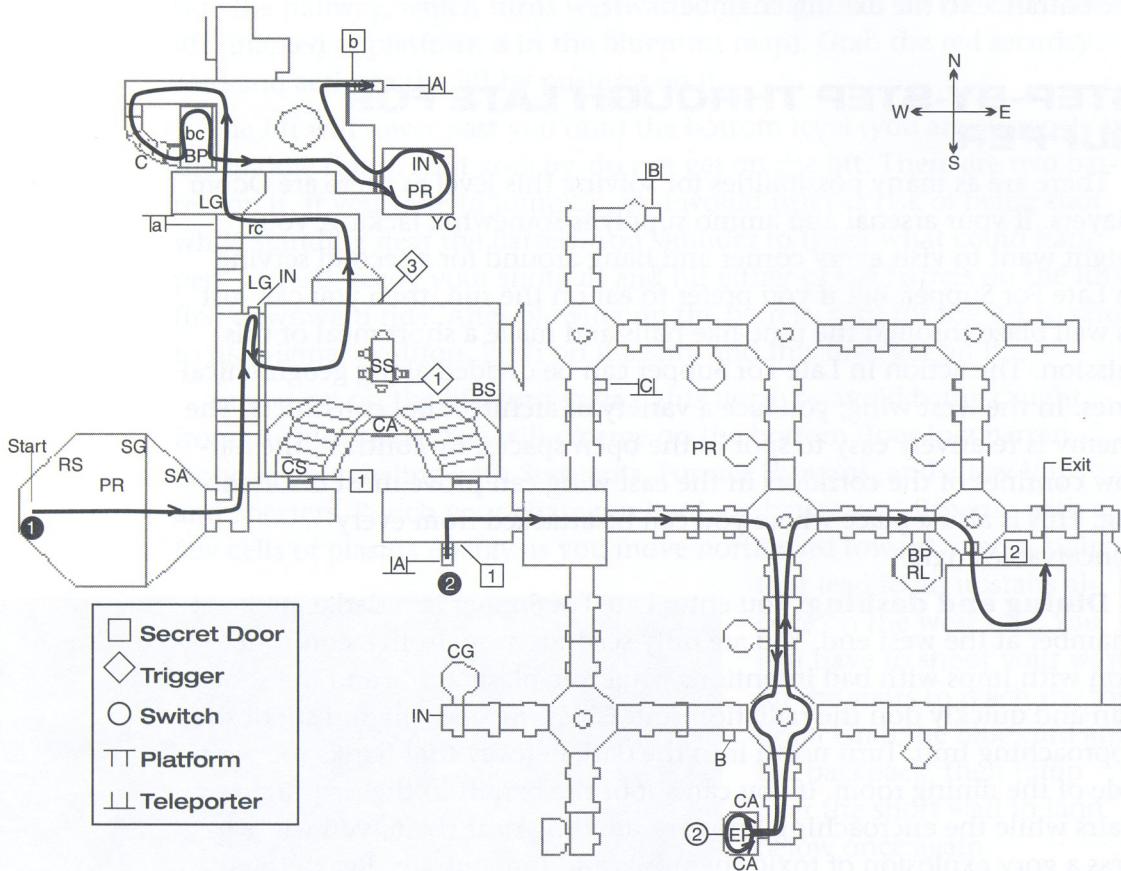


FIGURE 5.8 Level 8: Late For Supper Blueprints

GENERAL STRATEGY FOR LATE FOR SUPPER

Roll up your sleeves and get ready to cut a path through walls of solid mutant flesh. Demanding little in the way of gray matter, Late For Supper rewards superior fighting skills over brains any day. Besides the red key, all you need is sheer guts and relentless determination to digest all that Late For Supper throws your way. You must also fight for the opportunity to activate the only switch in this mission, switch **2**, which opens the entrance to the exiting chamber.

STEP-BY-STEP THROUGH LATE FOR SUPPER

There are as many possibilities for solving this level as there are Doom players. If your arsenal and ammo supply is somewhat lacking, you might want to visit every corner and hang around for a second serving in Late For Supper. But if you prefer to eat on the run, then you can just as well blaze through the pipe-like halls and make a short meal of this mission. The action in Late For Supper can be divided along geographical lines. In the west wing, you face a variety of architectural constructs. The enemy is relatively easy to spot in the open spaces. By contrast, the narrow confines of the corridors in the east wing can prove most disorienting. This is also a place where you can be attacked from every conceivable angle.

Dining and dashing: You enter Late For Supper in a dark octagonal chamber at the west end. You are only seconds away from a confrontation with Imps with bad intentions. Grab the plasma rifle and the shotgun and quickly don the radiation suit. Cross the ooze pit and shoot the approaching Imp. Turn north into the dark hallway that flanks the west side of the dining room. If you can shoot the barrels in the first flight of stairs while the encroaching Imps are standing near them, you will witness a gory explosion of toxic chemicals and Imp entrails. Reach the Invisibility Blur wedged just east of the second set of stairs, then jump over the guardrail into the dining room below. Use your chaingun to contend with the Former Humans and Sergeants below. You may also come under attack from a contingency of monsters emanating from the darkened

door at the north end of the dining room. Take advantage of the barrels and set off a few more bloody fireworks.

When things quiet down a bit, grab all the artifacts this room offers (a Combat Armor, a Berserk Pack, and a chainsaw). If your health is near its maximum 200 percent, you may want to forego the Soul Sphere on the dining table for now and come back for it later, when you really need it. Walk into the darkened door on the north side. The second you step into the threshold, the trigger at your feet, trigger **3**, will turn on the light inside the hallway, which turns westward and dead-ends on the three-level lift (marked as platform **a** in the blueprint map). Grab the red security card and activate the lift by pushing on it.

The lift will lower past you onto the bottom level (you are currently in the middle floor). As it goes by, do not get on the lift. There are two barrels on it. If you were to jump on, you would run the risk of being shot while standing near the barrels. You shudder to think what could happen. Instead, ready your shotgun and hit either of the barrels on the lifts' first downward ride. After blowing up the barrels, wait for the lift to raise to its original position. Push on it again, and this time get on it.

As you get on the lift, turn your sights north to avoid being caught from the blind side. You will emerge on the bottom floor in a barren stone room crawling with Sergeants, Former Humans, and a few Imps and Specters. Punch your chaingun hard, or, better yet, dispense with a few cells of plasma energy as you move northward toward a set of stairs

that lead to an upstairs alcove on the west side. You will have to shoot your way up the stairs to reach the top floor. Grab the blue card and the backpack, then jump over the short wall to land below once again.

Dash to the southeast corner of the stone room, around a massive pillar, and locate the wide blue latch.



Squeeze the trigger of your weapon as you open the door to the standing-room only chamber. Entering this room is, at best, a risky proposition. The preferred technique is to massacre the monsters from the outside through a combination of your favorite weapons and elusive maneuvering. After everyone is dead or dying, enter the room and collect the yellow card, the plasma rifle, and the Invisibility Blur. Then move out and find the northeast corner of the stone room. The silver strip on this corner is actually secret door **b**. Although not marked as such, door **b** operates only when you have possession of the yellow card. Enter through the narrow door and step onto the invisible teleporter **A**. You will materialize in a small enclosure in a rectangular chamber at the southeast end of the western wing. You're half way out of Late For Supper, but then again, maybe this is your last meal.

Through the plumbing and out the drain: You are now ready for the second course in Late For Supper. Your trajectory will take you through monster-clogged corridors as you race to find the key switch **1** and the exiting chamber. As you come out of the teleporter, watch as door **a** closes behind you, leaving not a trace or telling mark on the wall. Turn east and advance toward the square, open courtyard. It's showdown time. Although you can play it with varying degrees of conservatism, you could also opt for the kamikaze approach. If you have saved your plasma, this might be a good time to make this weapon sing for you.

Head straight east toward the first octagonal connecting chamber with the pillar in its center. Head south next. You will surely come under attack from the north and the south. Continue south past another pillar to reach a small chamber near the south end of the central hallway. Inside this chamber you will find switch **2** (which opens the door to the final exit), a backpack, and two Combat Armors. Activate the switch and run back toward the central connecting chamber. Then blast your way eastward. A short distance later, you will come upon the exit sign. The dark chamber inside is another hotbed of monster activity. Assassinate as many monsters as you can from the outside, where your chances are significantly better. Finally, enter the chamber, load up on the ammo strewn about, and punch the final switch you'll ever see in The Killing Fields of Io.

UNCOVERING LATE FOR SUPPER'S SECRETS

Trigger **1** is located at the south edge of the dining table. It causes two doors to open. The first door **1** is the large metal latch at the top of the curving stairs on the southwest side of the dining hall. The second door **1** opens an otherwise invisible secret door inside the rectangular chamber southeast of the dining room.

DESIGNER NOTES, LATE FOR SUPPER

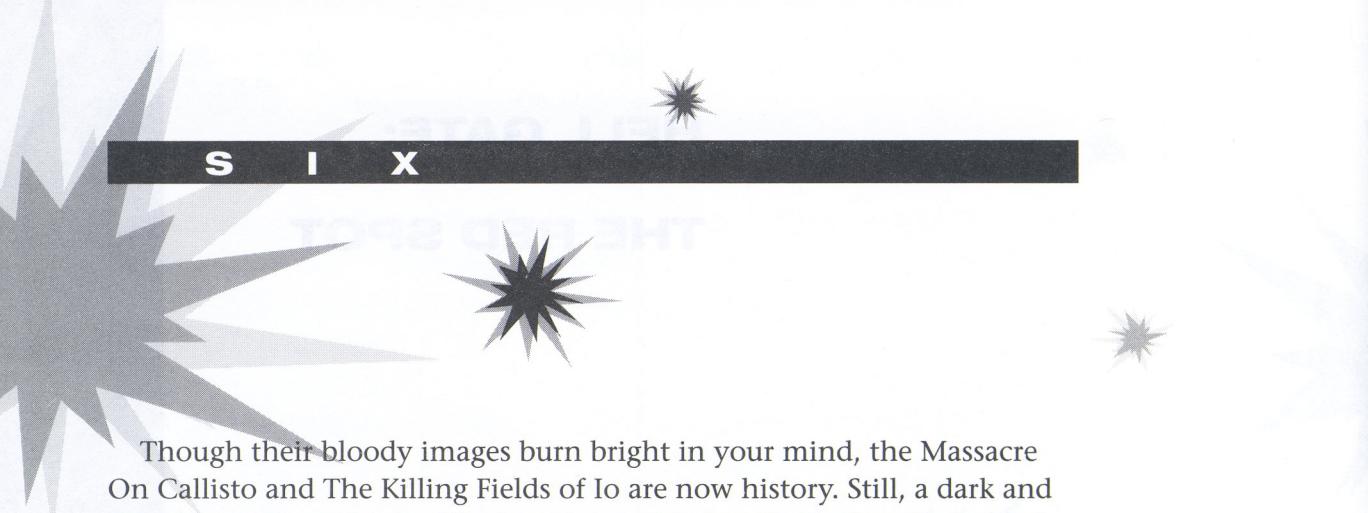
Late For Supper appeared originally in my BOBKD.WAD file. In designing this level, I wanted to achieve a medieval kind of feel and concentrated on creating a spacious, but heavy and open environment. The dining room, with its tall ceilings, majestic sets of stairs and elegantly rustic table and chairs proved to be the fruit of my labor. (I initially had furnished the dining area with two tables, but was forced to remove one because the two-sided lines hindered movement more than I had anticipated.) The three-level lift was a nice addition to this wing. Being able to access three floors from one common elevator reminds you that the virtual space you inhabit is actually quite credible.

—R. Carter

HELL GATE:

THE RED SPOT

S I X



Though their bloody images burn bright in your mind, the Massacre On Callisto and The Killing Fields of Io are now history. Still, a dark and brooding sense of foreboding invades your being. Surveying the Io landscape from the landing pad where your deep space probe awaits, your eyes are slowly drawn to the sky. You stare directly into Jupiter's mysterious red spot. The giant planet's cyclopean eye beckons you. Somehow you know it isn't over.

Climbing aboard your interplanetary capsule, you begin to plod a course to Earth rather mechanically. But suddenly, you have a change of mind. Could it be, you ask yourself, that the Red Spot is in reality the epicenter of the strange force behind the Anomalies? Is the Red Spot the elusive gateway to Hell? Should you venture to find out? Ultimately, it isn't your scientific curiosity that wins out. It's your desire to put an end to the hellish nightmare. As the tiny probe spirals through the turbulent Jovian atmosphere, you have no idea what you may find once you get there—if you survive the ride. But one thing is for certain, you won't go down without a fight.

JOVIAN STONEHENGE

Jovian Stonehenge marks an impressive introduction to the third and final installment of *The Lost Episodes of Doom*. Clearly a pagan temple for unimaginable demonic rituals, Jovian Stonehenge can try the faith of the most pious among us. Four arches surround a central altar-like building in the center of a large and very dark octagonal enclosure. Although it is possible to escape Jovian Stonehenge rather quickly, this mission can turn into a marathon should you decide to reap its many secrets. A network of enclosures and narrow hallways project outward around the courtyard. There are rewards in these areas, but you will also find yourself on shaky ground, where floors will drop from under you into acid or lava.

"Fire-walker" may be another title bestowed upon you, should you survive Jovian Stonehenge.

GENERAL STRATEGY FOR JOVIAN STONEHENGE

Besides the many architectural puzzles, this mission is particularly difficult because it is wrapped in heavy darkness. Fortunately, there are two pairs of light amplification goggles. If you time their use carefully, you can extend your vision and gain a significant advantage. To triumph over Jovian Stonehenge, you need only to gain the red card and open the exiting chamber at the south end of the courtyard. But overcoming waves of monster onslaughts will require you to stretch your fighting and timing skills to a higher level.

This mission is also particularly enthralling for Deathmatch players. A clever lighting mechanism can divulge the general location of your enemy. Strategically deployed triggers cause the light fixtures in the archways to light up when someone crosses them. If you know where the trigger is you can locate and hunt down the would-be offender.

JOVIAN STONEHENGE: LIST

The powerups and weapons in this level comprise a long impressive list. You will be able to claim the following weapons: 2 plasma rifles, 1 rocket launcher, 1 chaingun, and three shotguns. The powerups include: 4 Soul Spheres, 7 Invisibility Blurs, 1 Invulnerability artifact, 3 backpacks, 2 Combat Armors, 1 Security Armor, and 2 pairs of Light Amplification Goggles.

STEP-BY-STEP THROUGH JOVIAN STONEHENGE

There is more than enough room in Jovian Stonehenge to improvise as you go. But there are some definite maneuvers that can see you through some very tough moments.

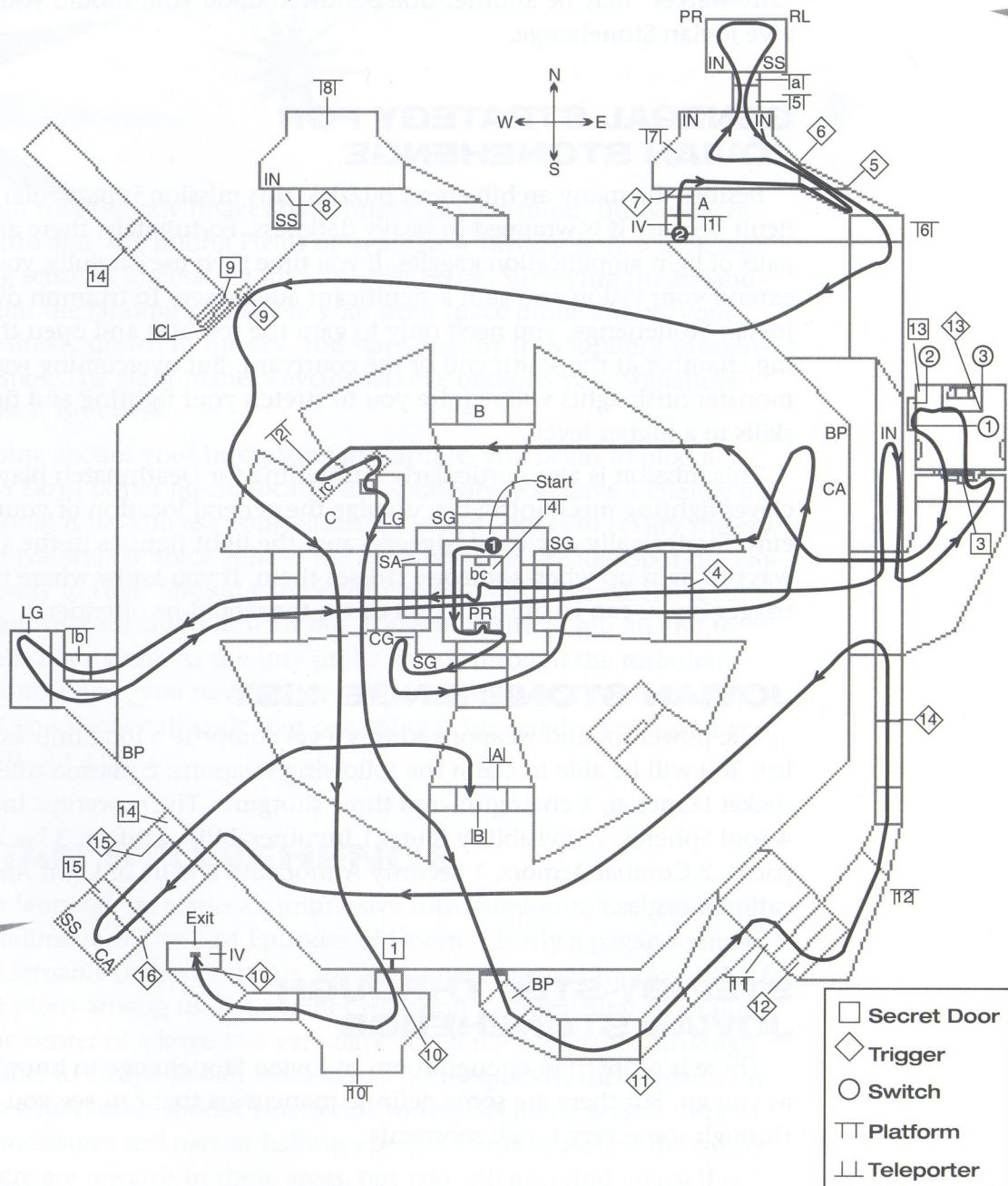
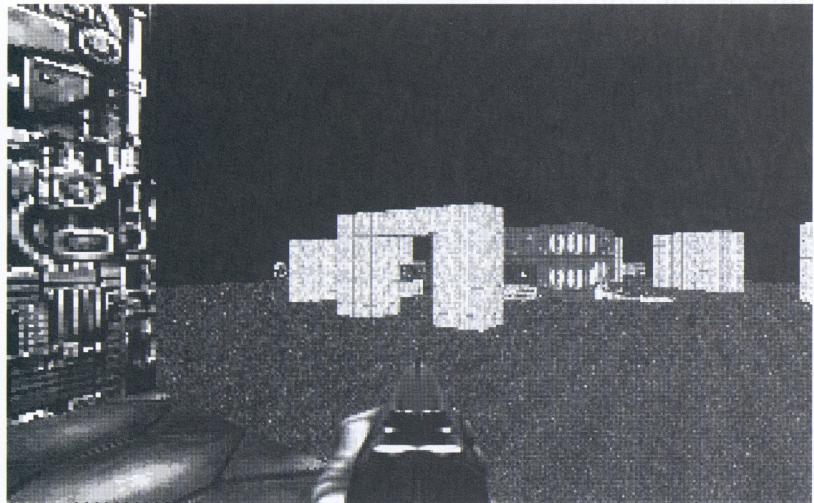


FIGURE 6.1 Jovian Stonehenge Blueprints

Reaching the blue and red security cards: The blue security card sits atop the central altar in the main building at the center of Jovian Stonehenge. The red card rests on a tall pillar northwest of the courtyard's center. The central platform lowers only if you cross trigger **4**, which lines the gateway of the eastern arch. Lowering the pillar with the red card requires you to throw switch **2**, which is inside a marble chamber in the northeast periphery.

The entry point in Jovian Stonehenge is the north end of the main building, just below the elevated altar. Circle the altar carefully, picking up the boxes of bullets. Make it hard for the Sergeants on top to shoot you down by keeping your back close the altar's wall. Run outside the main building and collect the shotguns and chaingun placed at the southwest and southeast corners. Then run eastward right through the archway, activating trigger **4**. Let the glowing Combat Armor guide you as you race across the darkness to secure this important piece of hardware. Now run back toward the central building. The altar should be reaching bottom level as you get close. Shoot the Sergeants as you run inside to grab the blue card and the plasma rifle.

Without losing any time, rush west through the archway. A small contingent of Imps and Sergeants is advancing from near the southwest end.



You should be able to see the Imps' fireballs fly across the darkness. Take shield behind a blanket of bullets as you move in almost total darkness toward the source of the monster avalanche. Enter the small hall, and ride platform **b** to the upper level. Confront the Imp or two gathered there, and maybe a Sergeant as well. Claim the light goggles, the fruit of your bravery, and jump out onto the courtyard

from the gaping opening. Your vision should be as clear as daylight now.

This is the perfect time to go after the red card. Race back across the entire length of courtyard to reach the wide doorway on the east side. As you reach the stone floor, turn into the narrow hallway extending northward to grab the Invisibility Blur. Run toward the marble chamber around the wall. Peek through either window of the chamber and fire at will. To open the chamber's doorway, you must shoot at the impact trigger **3** from the window on the east side.

Once inside the chamber, climb over the platform where an imposing wooden throne sits. Trigger **13** will open a metal latch covering switches **1** and **2** on the west wall. Throw both triggers. Trigger **1** opens a secret door near the courtyard's south wall to reveal a red door that leads to the exit. This same switch also raises a small floor segment inside the peripheral chamber at the northeast end of Jovian Stonehenge's courtyard. (If you decide to enter this chamber, you can only escape if said platform has been raised.) Switch **2** lowers the pillar holding the red card.

After throwing both switches, hit the impact switch again and flee to the courtyard. Go claim the red card from the lowered pillar. While you are in this area, pick up the boxes of rockets. With red key in hand, you could leave Jovian Stonehenge if you wanted to. But should you feel compelled to reap a few more secrets and score additional powerups, then by all means, do so. What can possibly stop you? Maybe you shouldn't answer that just yet.

The final run: To gain a marked advantage before proceeding onto the next leg of your marathon race, enhance your vision by securing a second pair of goggles. The goggles are on top of what appears to be a podium of sorts near the location of the red card. You will have to climb two ascending square rocks to reach the area. Blaze a trail toward the south wall of the courtyard and enter through the blue door. Pick up the backpack along the steps and start climbing. You will come upon an Invisibility Blur almost at the same time that you are confronted by a platoon of Sergeants.

With the benefit of invisibility and the aid of your chaingun, you should be able to mow everyone down before they know what happened. Proceed northeast. You will reach what appears to be a dead end. But once you cross trigger **12**, a large platform will lower to grant you

access to the north stretch of hallway. A reinforcement of Imps will attempt to stop you from reaching the end of the hallway. Take the Soul Sphere and douse the Imps with your favorite projectile. Bullets and plasma work wonders in this situation.

Hopefully, you will emerge from the hallway quite healthy and still invisible. You will then want to direct your energy and undivided attention to annihilating the monsters that were let loose when you crossed over trigger **12** back in the hallway. Dash toward the southwest end of the courtyard and make puree of the opposition that, if left unchecked, would soon swarm and take over Jovian Stonehenge again. After taking them out, enter the area where these creatures once resided. A few feet inside the area, you will activate trigger **15**. This trigger causes the wall at the end of the chamber to give way. The net result is another contingency of monsters to keep you occupied for a few more tense moments. Spray the Sergeants and Imps with a generous plasma dousing or a rocket or two. Then enter their space and take the Soul Sphere and Combat Armor. Next, you are free to go. Just find the red door on the courtyard's south wall.

UNCOVERING JOVIAN STONEHENGE SECRETS

Teleporter **A** is found under the southern archway. This teleporter is activated only when you pass through the archway in a north-to-south direction. You are beamed to location **A** in the peripheral northeast chamber. If you look behind you, you will see the one and only Invulnerability artifact to be found in this mission. Also, in this same chamber, there is a secret upstairs alcove where you can get a plasma rifle, a rocket launcher, and an Invisibility Blur. If you've taken the trouble to reach this area, you might want to use the powerups to confront two Barons of Hell and their loathsome entourage. A long and narrow projection jetting northwest from the courtyards periphery contains said monstrous malcontents. Though kept in check, these monsters can beam to the courtyard when you give them access to a teleporter inside their narrow confines.

But back to the present. Leave the Invulnerability for now. Your immediate goal should be to access the secret alcove. Move eastward. The floor

will drop and you will be treading over hot lava. As you reach the entrance to this chamber, you will cross over trigger **5** which causes the wall on the north end of the chamber to recede into the ground. Run back toward the wall and ride platform **A** to the upstairs alcove. Take the plasma rifle, the rocket launcher, and the Soul Sphere. Then plunge into the lava again and get out quickly.

Your next move is to release the monsters, then beam back to the chamber you just left to claim the Invulnerability artifact. You will then be suitably equipped to deal with the opposition.

To release the monsters, find the glowing skull switch along the northwest wall. The switch is only a bait to get you to step over trigger **9**. This trigger lifts a small latch inside the hallway to give the monsters access to key teleporter **C**. But the monsters are in a dormant state and can only be awakened if you fire your weapon, any weapon. Abstain from shooting at this point. It is better to do it after you become invulnerable.

Race back through the southern archway and beam back inside the northeast chamber. Take the Invulnerability artifact and run back out to the courtyard. Approach the monster's materializing spot, **C** on the map, near the podium-like platform west of the central building. Fire once into the air. Then wait for the monsters to materialize one at a time. Plaster the first scouts that come through with bullets or shells. Save your plasma and rockets for the Barons of Hell. You can face them fearlessly as long as your Invulnerability holds out.

DESIGNER NOTES FOR JOVIAN STONEHENGE

I was inspired to create a mission out in the middle a dark field with what appeared to be a moonless starry night sky. Though this level can be quite vicious, I enjoy strolling along the outer perimeter looking at the building sending rays of light into the darkness. The large archways at each cardinal point seemed reminiscent of Earth's mythical Stonehenge, and thus the name for this Jovian mission was born.

R. Carter

PILLAR OF PERIL

Paying homage to its namesake, this installation is fraught with danger as it stretches in only two directions, north and south. Pillar of Peril is basically a collection of rectangular and square enclosures and patios stacked on each other like bizarre alien dominoes. This mission presents you with a good opportunity for a good old fashioned, rock'em-sock'em, nothing-fancy, back-to-basics kind of fight.

PILLAR OF PERIL: LIST

There are at least 3 switches, 6 triggers, and 1 platform in this level. Among the weapons you can nab are: 1 BFG 9000, 2 plasma rifles, 1 chaingun, and 7 shotguns. The powerups include: 1 Combat Armor, 1 Security Armor, 1 backpack, 3 Soul Spheres, and 2 Invisibility Blurs.

GENERAL STRATEGY FOR PILLAR OF PERIL

The exit to Pillar of Peril is found at the southeast courtyard, only a short jaunt from the entry room with the star-shaped ooze pit. However, you must have possession of the blue card before you can open the latch to the final chamber. To reach the vital blue card, you must traverse almost the entire length of the structure. Your search for the card will pit you against leagues of Demons, Sergeants, and Imps, among other undesired hellish companions. Success in this mission depends on keen reflexes and sheer determination. Accurate shooting doesn't hurt either.

STEP-BY-STEP THROUGH PILLAR OF PERIL

Although you can cut a path for the blue card right away, you should take some time early on to thin out the opposition in the southeast courtyard. Also, another key maneuver consists in using the combined explosive power of a large number of barrels near the north end to squash a potential monster onslaught.

Cleaning up the immediate area for your impending return: A medium size, octagonal enclosure with a star-shape ooze pit and no ceiling serves as your entry point to Pillar of Peril. Take any or all of the five shotguns you can use. There is one near each point of the ooze star.

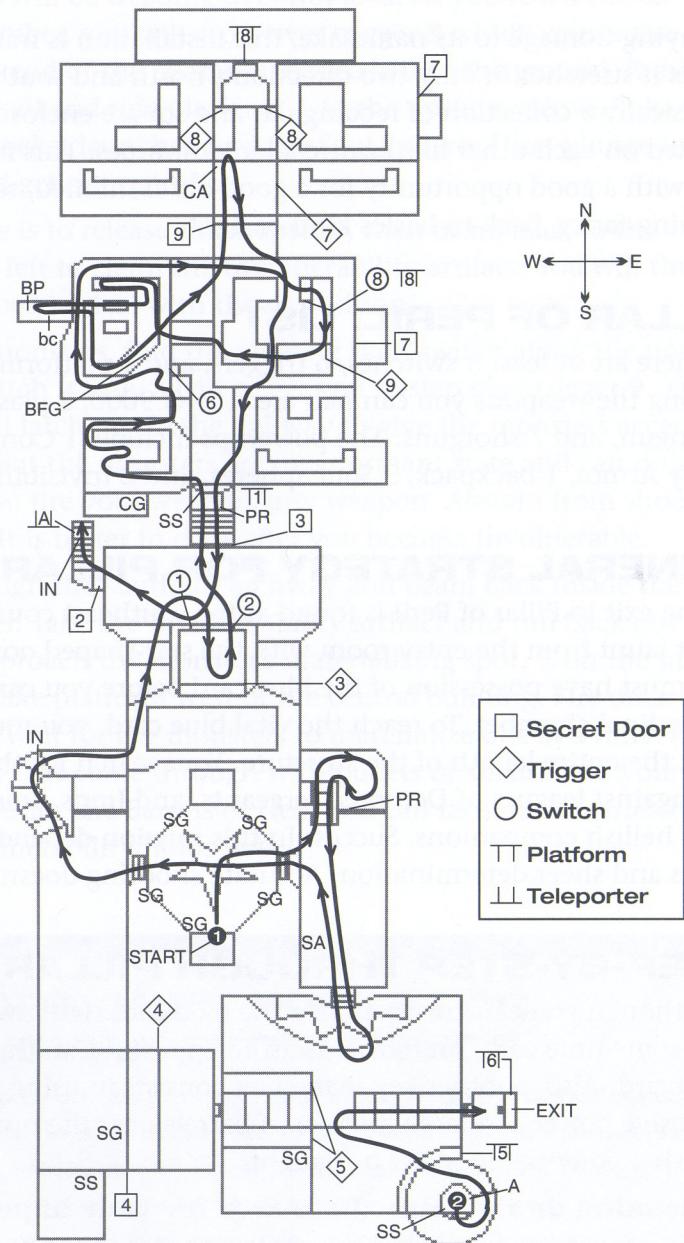


FIGURE 6.2 Pillar of Peril Blueprints

Open the east latch, take aim and fire at the Sergeants and Demons in the rectangular room. You may have to step in momentarily to draw the Demons out. Retreat to the central star chamber to continue picking your shots. After offing the majority of the monsters, enter the area and take care of anyone left alive. Be sure to take out the Sergeant behind the elevated crate-like area at the room's north end. Climb the stairs and grab the plasma rifle behind the crated wall.

Now head south toward the latch at the opposite end. Open it and start dismantling the monstrous congregation outside. Lest you should attract the attention of a quarrelsome Cacodemon, don't venture too far out into the courtyard. If you have a couple of rockets to spare, try to hit the Imps shooting fireballs at you from the elevated rounded northeast corner. You don't have to secure the entire courtyard at this point. The idea is to thin out the opposition for your imminent return. When you have taken out a good number of opponents in this area, turn your attention back to obtaining the blue card. But first, retreat to the central chamber and mount a similar attack on the monsters gathered behind the western latch.

To get the blue, you must pay the due: Your next goal is to travel north and seek out the blue card. Along the way, you should amass as much weaponry and ammo as you can, for you know it won't be easy. Once you reach the chamber where the blue card is hidden, you must find a way to climb over the computer consoles. Otherwise the key will remain forever out of reach.

Climb the curving steps and grab the first Invisibility Blur. Then pound the stupefied and confused Sergeant. Continue northward and after climbing the next set of steps, turn south into the central room with the wide open doorway. As you reach for a health potion near the south wall, you will activate trigger **3**, which opens door **3** in the middle of the wall to the north. Hit the lion-face switch, **1**, on the inner east side of the doorway as you leave the room. This switch lowers the metal platform blocking access to the north-side complex of computer panels and consoles.

Grab the plasma rifle and the Soul Sphere as you enter the new foreboding area. Hug the west (left) wall as you make your progress northward. Watch your back and be quick on the trigger along this area. Don't forget to grab any ammo you can use as you go. As you reach the second major west turn, look for switch **6** on the side of narrow computer panel. Activate this switch to lower a pillar way back in the southeast courtyard. The pillar would otherwise block access to the exiting switch in the final chamber. Make every effort to dispose of all your enemies in this area without setting off the large number of barrels near the north end.



Work your way to the inside area of the computer panels near the northeast end of the chamber. Locate skull switch **8** and throw it. This will cause the panel where the switch hangs to lower to the floor. Get on it and ride platform **8** up to reach the top of the tall computer cabinets. If you haven't bagged him from below, snuff the Imp waiting above. Your next few moves must be carefully choreographed. Hopping from one cabinet to the next, you must reach the west end of the chamber, where the blue card sits along a narrow platform. On your way to the blue card, you will inevitably cross over trigger **9**. This trigger raises a wide door to the north, allowing a whole legion of brutish louts to invade the premises. Pay no attention to the perpetrators for the moment and concentrate instead on reaching the blue card. You will find a BFG 9000 on route toward the card. Also, be sure to collect the bulk cell near the west end.

After grabbing the blue card, hop back on the panel west of the barrels and unload a single shot in their general direction. The ensuing chain explosion should leave only a handful of monsters, which you can then mop up at your leisure. Jump down and venture northward just far enough to grab the beckoning Combat Armor. Unless you are hungry for

more blood, avoid crossing to the east side of the room. You want to leave trigger **7** undisturbed.

Race back to the central room just south of the first computer area. Locate the lion-head switch **2** on the west side of the doorway. Then run toward secret door **2**, which should be opening at the west end of the adjacent room. Go through the door and climb the short steps toward the Invisibility Blur. You will step over invisible teleporter **A**. This is just what you want. You will materialize inside a small cylindrical chamber at the very southeast corner of the final courtyard.

Although you are inside what appear to be solid walls, you will still be susceptible to fireballs from the Imps outside. Take the Soul Sphere and find the small exiting latch. Rip through the Imps surrounding you and then turn your attention to the monsters across the courtyard on the west side. A few well placed rockets should do the trick. Jump down into the courtyard and deal with the Cacodemon. A sustained burst of plasma should be more than enough. When you're ready, take the stairs leading to the blue door and throw it open. Advance toward the exiting switch. You've made it once again.

UNCOVERING PILLAR OF PERIL'S SECRETS

There are a handful of secrets that were not revealed in the step-by-step section. Trigger **4** is found along the single step in the chamber just west of the final courtyard. That switch lowers the adjoining wall to uncover a large number of Specters, Demons, and Sergeants. There is one shotgun and a Soul Sphere near the south end of this hidden area.

Trigger **10**, just east of the entry to the northernmost computer room causes two secret doors to open. The first door, along the eastern wall of the chamber, releases a cloud of Lost Souls. The second door is in the computer room south of your location. This door, also along the eastern side, releases a relentless and rancorous Baron of Hell.

Back in the final courtyard, there is a second way to access the cylindrical tower at the southeast end. Jumping off either side of the stairs on the west side lowers a semi-circular platform in front of the tower. If you race quickly to it, you will be able to ride platform **5** up and reach the tower.

DESIGNER NOTES FOR PILLAR OF PERIL

I started this level with a star-shaped acid pit with a hole in the ceiling. I kept stretching the design north and southward while benefiting greatly from newer versions of DEU and BSP (my most sincere thanks to the programmers responsible for two fine utilities). I set the level aside for a while, but brought it back to life when I decided to compile an episode of my best designs. I expanded the level until it was in a north-south orientation.

R. Carter

SUBTERRANEAN STONEWORKS

The expansive terrain of Subterranean Stoneworks cuts across three underground planes. Distinctly modular, Subterranean Stoneworks can be divided into three major areas. The initial northwest chamber is dominated by large crates, boxes, and other warehouse fittings. The central portion of Subterranean Stoneworks is by far the largest stretch of open territory in this episode. The wide openness of the dark, central courtyard is only broken by two mid-size buildings near the northeast and southwest ends. Finally, the collection of green marble chambers at the southeast corner will make you think you've fallen in a bizarre construction based on fractal geometry.

SUBTERRANEAN STONEWORKS: LIST

Subterranean Stoneworks gives you a chance to unearth the following weapons: 2 plasma rifles, 1 rocket launcher, 2 shotguns, 1 chaingun, and 1 BFG 9000. The powerups include: 3 Combat and 1 Security Armors, 4 Invisibility Blurs, 3 Soul Spheres, 2 light goggles, 1 backpack, and 1 Berserk Pack.

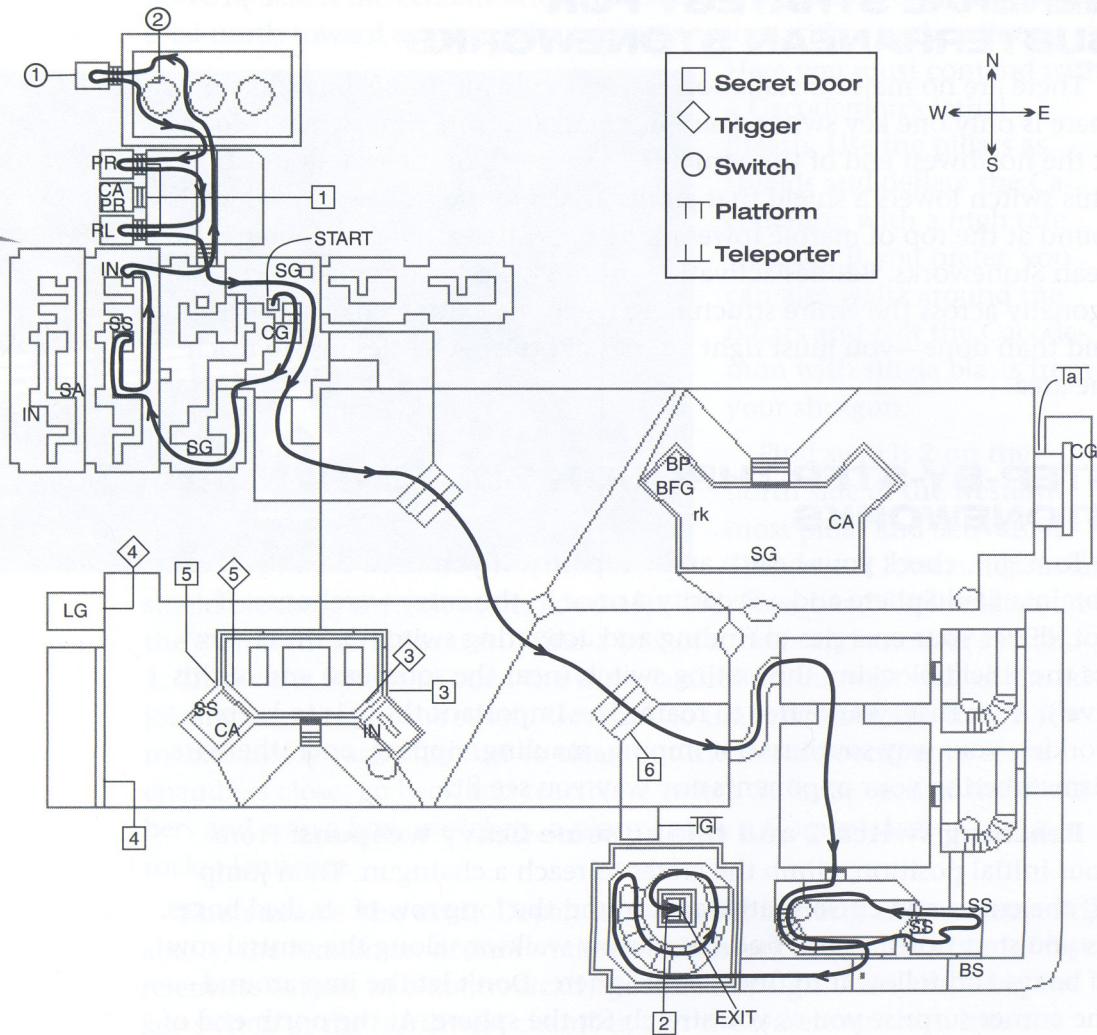


FIGURE 6.3 Subterranean Stoneworks Blueprints

GENERAL STRATEGY FOR SUBTERRANEAN STONEWORKS

There are no major installation secrets to dig for in this mission, and there is only one key switch you must activate. This vital switch is found at the northwest end of this structure, just north of the warehouse area. This switch lowers a shield that grants access to the exit switch, which is found at the top of marble tower at the opposite extreme of Subterranean Stoneworks. Besides activating the key switch, you must traverse diagonally across the entire structure to reach the exiting chamber. Easier said than done—you must fight a series of bruising battles just to reach the area.

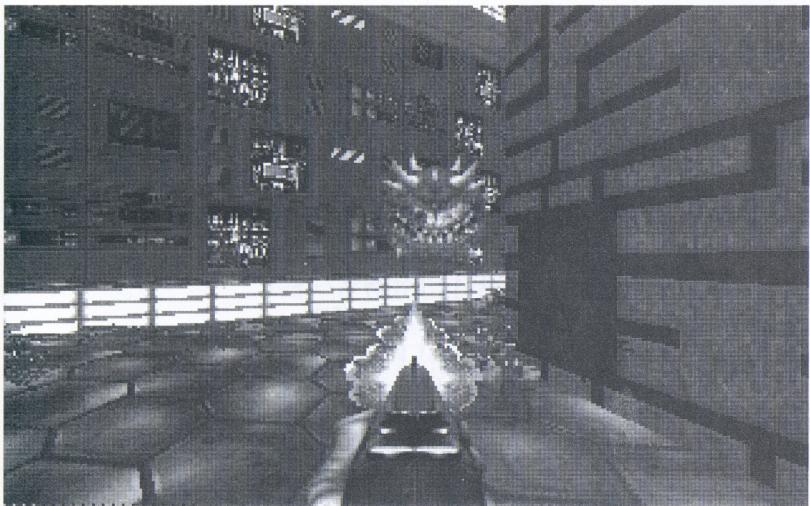
STEP-BY-STEP THROUGH SUBTERRANEAN STONEWORKS

To begin, check your health and weaponry. If you need them, you can obtain a Soul Sphere and a Security Armor in the entry warehouse. If not, direct your energies to finding and activating switch **2**, which lowers the shield blocking the exiting switch (near the southeast end of this level). After that, you're free to roam. The important thing is to keep working your way southeast, stomping, mauling, ripping, and otherwise dismembering your opponents any way you see fit.

Reaching switch 2 and taking some heavy weapons: From your initial position, climb the crates to reach a chaingun. Then jump off the crates and circle southward around the long row of stacked boxes. As you start north again, find the narrow walkway along the central row of boxes and follow it to find a Soul Sphere. Don't let the Imp around the corner surprise you as you stretch for the sphere. At the north end of the row of boxes, you will see an Invisibility Blur, which is always a welcoming sight. Blow the barrel in front of the Blur, then become invisible. By this point you will have attracted a crowd of bewildered Imps, Former Humans, and Sergeants. Dish out a dose of punishment to placate the growing mob.

After squelching the opposition, head for the north latch. Strike at the advancing Imps with a combination of rockets, bullets, and shells, then

move in across the cement bridge flanked by red lava on both sides. Proceed north toward a rectangular computer room with a sunken floor.



Here you must contend with a Cacodemon's lethal breath. Use the pillars as shields and deflate the Cacodemon with a high rate weapon. If you prefer, you can also waltz around the pillars and pelt the Cacodemon with single blasts from your shotgun.

Find switch **2** on the north side of the western-most pillar and activate it. This switch lowers the metal

shield blocking the exit at the southeast end. Now head for the latch on the west wall. Inside you will find a box of rockets and another switch, **1**. Throw the switch to open the three latches on the west wall of the adjoining chamber to the south. Get back to that chamber and drop a few rockets inside each chamber to clean out the hostile occupants. If the chambers close, go back and reactivate switch **2**. Enter each of the chambers and reap a box of rockets, a plasma rifle, a Combat Armor, and a rocket launcher.

The race to the end: Depending on your fighting and maneuvering ability, the remainder of Subterranean Stoneworks could be a blur of fast, relentless action, or a methodically paced campaign. After throwing the key switch in the northwest chamber, exit the warehouse area into the huge underground courtyard. If the space around you seems immense, that's because it is. Before descending to the courtyard, dispense with the Imps along the south side. A good sidestep technique coupled with quick aim-and-fire action works particularly well here. With the Imps out of the way, head directly across the courtyard to the ascending steps. When you cross over the last step, you will set off trigger **3**, which causes a large portion of the wall directly south of the stairs to lower to the floor.

An entire squadron of Sergeants will become unglued. If you have some rockets, let them fly. Otherwise, the plasma rifle is perhaps your best bet at this point.

Blow the barrels blocking the small entrance along the east wall. Then enter a rectangular courtyard with a stone floor through the S-shape corridor. Proceed south to a similar but much larger chamber resembling the dance floor of some infernal ballroom. Oblige the Cacodemons waiting there with a dance of death around the room before continuing southward through the metal latch. You will enter a tall, green marble chamber with an open ceiling. The center of the chamber is a pit of ooze. Climb the circling stairs, shooting your way as you ascend. When you reach the top, look eastward to spot a small ledge with a short pillar in its center. Align yourself properly and jump onto the ledge. Fight off any opposition and take the Soul Sphere and the Radiation Suit. Then jump back into the green marble chamber where you came from and climb upstairs again.

Take the small latch on the south wall and jump into the ooze canal below. Then head immediately west. Lower the blocking wall, and ready your plasma rifle as you advance into the final green marble chamber. You will have to fight off a Sergeant or two and a Cacodemon as you climb the steps of the towering column in the center of the chamber. Once at the top, find the metal door, enter, push the switch, and you're out.

UNCOVERING SUBTERRANEAN STONework's SECRETS

The large, central, underground courtyard houses a few secrets that weren't uncovered earlier. First, there's the secret areas at the east and west ends of the courtyard. Trigger **4** lines the threshold of a small dark room on the west side. You might be lured into this area by the glowing Light Amplification Goggles. Trigger **4** lines the threshold to this dark room. It causes the entire west wall to lower to the ground, unveiling a murderous mob of Sergeants, Imps, and a voracious Baron of Hell. You will do well if you rely on a curtain of rockets to bring about a short

performance. Use the dark room to seek shelter if you need to. Then swing out and rocket your way out of this bad situation.

At the opposite end of the courtyard, there is a tall platform where a number of Imps hang out. Push this wall, marked as platform **a** on the map. Ride the platform up and circle the narrow, but wide, metal division to claim a pair of Light Amplification Goggles.

Other secrets in the courtyard can be found in the buildings near the northeast and southwest sides. The building on the southeast contains two secret doors that open as you approach each one. After tearing your way in through a thick wall of Imp tissue, walk up to both the southeast and southwest corners. A door will open each time. The loot to be collected includes a Soul Sphere, a Combat Armor, and an Invisibility Blur.

The building on the northeast side of the courtyard has no secret rooms, but it does contain a BFG 9000, a Combat Armor, and even a backpack.

DESIGNER NOTES FOR SUBTERRANEAN STONEWORKS

I was really digging into my bag of tricks and ideas for a new level when I decided to go under, ground, that is. I envisioned a vast complex built in the very bowels of a world. The towering exiting chamber and the network of fractal-like enclosures seemed to compliment this otherwise, dark, dungeon of a mission.

R. Carter

POOLS OF DESPAIR

Pools of Despair encompasses long marble corridors, bizarre angular and maze-like chambers, and two vast courtyards. In many ways, Pools of Despair belies its name. If it weren't for the locals, this stately structure could be a thing of beauty. As it is, don't let your guard down for one second once you enter Pools of Despair. You don't want to wind up washed, rinsed, and left for dead in either of the pools in the two majestic

courtyards. Early on in Pools of Despair, your mettle is put to a fiery test as you must get past a Cyberdemon behind bars.

POOLS OF DESPAIR: LIST

In this level you will uncover: 1 chaingun, 1 shotgun, 2 rocket launchers, and 4 plasma rifles. The powerups you can expect to find include: 3 Security Armors, 2 Combat Armors, 4 Soul Spheres, 1 Invisibility Blur, and 2 Invulnerability Artifacts. You will also find 1 blue and 1 red Security Card.

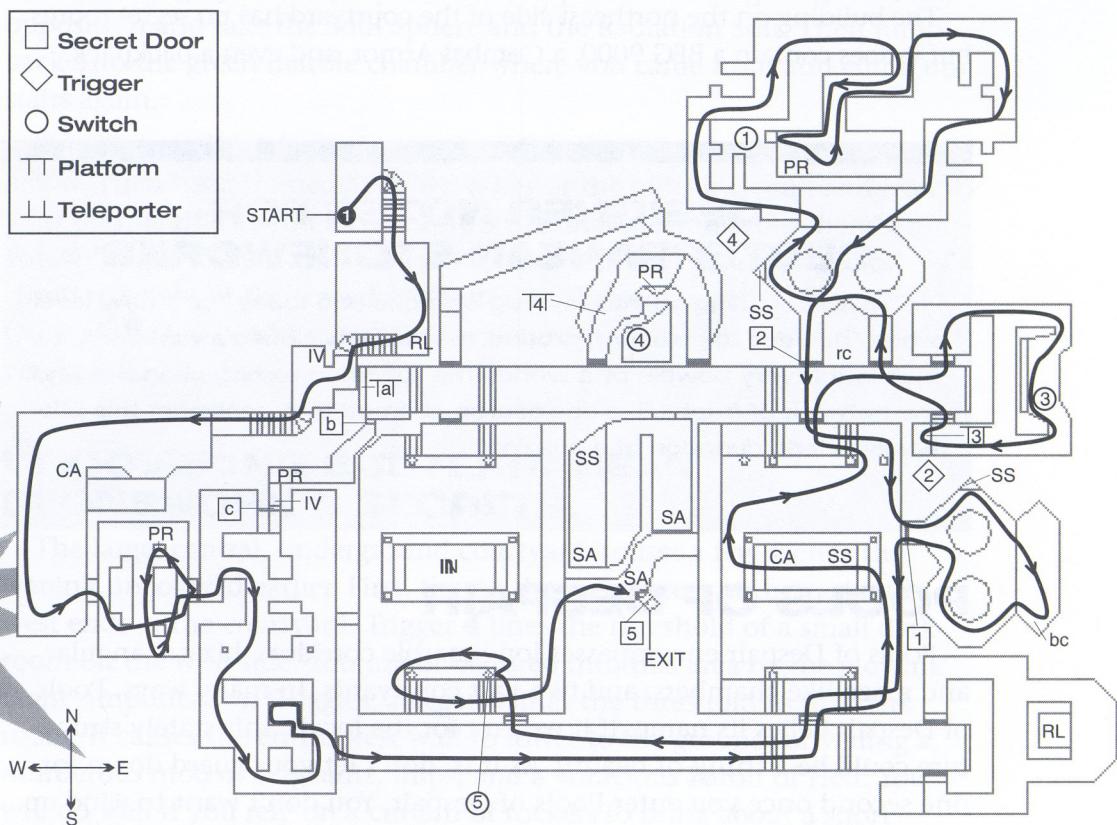


FIGURE 6.4 Pools of Despair Blueprints

GENERAL STRATEGY FOR THE POOLS OF DESPAIR

To move forward in this level, you must be light on your feet and able to dish out punishment in quick bursts. Your exploratory senses should also be finely tuned. You must face the mighty Cyberdemon just moments after you enter this level. If you can get past him or annihilate him completely, bite your lip to avoid singing victory prematurely. You will still have to explore a large part of this ominous structure in hopes of finding the blue key, without which you won't be able to push open the exiting chamber. Not only that, but the exit to this level is blocked by a thick brick wall. Find the right switch and the wall is no longer a problem.

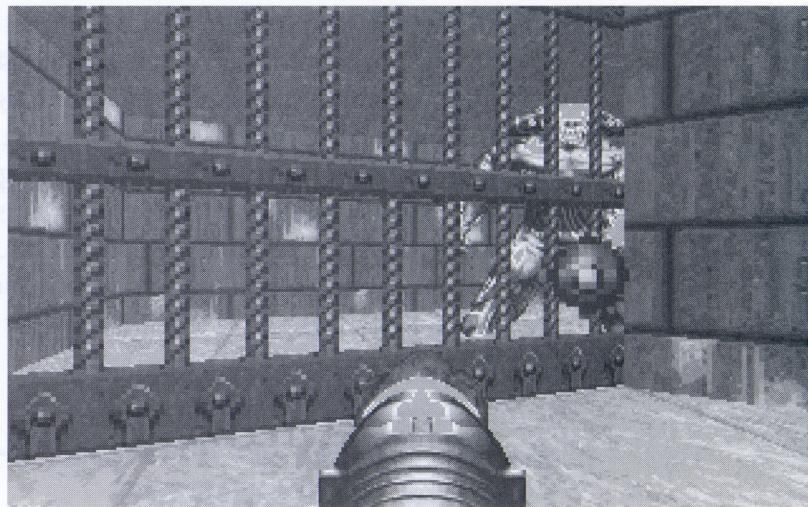
STEP-BY-STEP THROUGH THE POOLS OF DESPAIR

Overcoming or outrunning the Cyberdemon: Before you can get too far in the Pools of Despair, you must keep an appointment with an impassive Cyberdemon. But really, you are not obliged to fight him. It is possible to flee past him because he is contained behind titanium bars. However, two Invulnerability Artifacts in the near vicinity make the prospect of a showdown much more reasonable.

You enter Pools of Despair in a small basement chamber where a chain-gun and a shotgun await your arrival. Grab the weapons and start up the stairs. Greet the Imps on the upper level with a flurry of bullets. (Be ready to retreat to the initial basement level should the heat get too intense.) Climb the stairs onto yet another higher level and discharge a few shells on the Demon and the Imps lurking there. By this point, you should be able to hear and feel the thumping steps of the captive Cyberdemon. If you are the pious type, you might consider crossing yourself at this point. Now grab the Invulnerability Artifact and descend down the stairs near the south wall of the small upper level room.

A Demon and an Imp might try to stand in your way. Pity the fools, kill them, and aim your rocket launcher through the titanium bars to blast the Cyberdemon point blank. Although you are invulnerable, the

Cyberdemon's rockets can still blow you backwards and make you lose your aim. So do your best to avoid incoming rockets while serving torpedoes of your own down the pipe. If your Invulnerability starts to dwindle, or your supply of rockets is dangerously low, run toward the south end of the sunken L-shape chamber and stock up on the rocket boxes. But most importantly, take the second precious Invulnerability Artifact. Now go back and fix the Cyberdemon once and for all. If you have enough juice and a BFG 9000, you might want to deliver the coup de grace. After this, you're really ready to kick serious ass.



Seeking out the blue card: Getting the blue card is anything but uncomplicated. But it can be done promptly and efficiently once you understand the sequence of events you must trigger. First, size up the situation. The blue card is in a chamber at the far east end of Pools of Despair. This chamber is only accessible through a heavy wooden gate found along the east wall of the easternmost courtyard. But that door will remain shut until you press switch **1**, way at the north end of the complex, in a maze-like chamber. Seems easy? Don't speak too soon. Even though there are two doors leading to the northern, labyrinthine area, these doors can only be pushed open if you have possession of the red card. The only trouble is the red card is inside the chamber you're trying to pry open. A classic catch-22. But there is another way to cause one of the doors to open. It involves activating trigger **2** inside the dark chamber at the east end of the long north corridor. Now that you know what to do, just do it.

Having creamed the Cyberdemon, and penetrated through the warehouse fittings of an intermediate chamber, locate the south marble corridor that spans across Pools of Despair from east to west. Destroy every

creature on your way to the second door on the north wall as you head east. This door opens into the eastern pool courtyard. You will see the large wooden gate just east of the blue pool. The blue key lies behind that massive door. Once inside the courtyard, get wet in the blue pool and grab the Security Armor and Soul Sphere. (Blue is the theme for the easternmost courtyard, obviously.) Then exit through the metal latch at the north end. You will come out on the northern hallway, which, like its southern counterpart, expands in an east-west orientation.

As you step into the corridor, you will notice another wooden door right in front of you. That door leads to a chamber with convoluted corridors, where switch **1** is found. You won't have much time to stare at the door as you will come under fire from Imps gathered near the east end of the hallway. Also, any effort to push the door open will be futile. You must step over trigger **2** inside the easternmost chamber. Dispose of the Imps with one or two rockets and pick off the survivors with your shotgun. Then enter the eastern chamber through either of the two doors at the end of the hallway. (One door is on the north wall of the hallway; the other, on the south wall.) Penetrate the room taking it by force from the entrenched Imps. Find switch **3** on the east side of the wall partition and head toward the southwest corner of this chamber, where platform **3** should be reaching floor level. Bury hot lead slugs on the approaching Imps and step inside the dark chamber whose walls look eerily organic. As you step in, you will trip over trigger **2**, thus raising one of the two doors which grant access to the northernmost chamber.

Beat it out to the hallway and enter through the first door where the red card can be seen. From the instant you step inside the first dark chamber, until you leave (if you manage to leave alive), you will be tormented by Imps, Sergeants, and a few Demons. If your health is waning, pick up the Soul Sphere at the north end of the first chamber. Fulminate your way in a northerly direction, as you hug the left wall into the north chamber. Eventually find the narrow passage near the north end, and follow the passage as it widens into a rectangular open area. This is where switch **1** is found. (Switch **1** opens the large wooden gate in the easternmost courtyard so you can take the blue card.) You'll have to fend off

more Imps and a Sergeant as you attempt to activate the key switch. While you are in this area, be sure to pick up the plasma cells and the plasma rifle.

Having thrown the switch, high-tail it back to the easternmost courtyard, where you'll find the wooden door along the east wall has lifted. The easternmost chamber is packed with Imps. You will stand a better chance of coming out with the blue card if you have a plasma rifle. Also, there is a Soul Sphere nearby, at the north end of the chamber, should your health reach a critically low level. Blast your way inside the chamber and kill anything that moves. Then take the blue card wedged at the south end of the east chamber and walk confidently back to the courtyard.

Once you have the blue card, make your way back to the southern marble corridor and go west. Open the latch into the west pool courtyard. Run down the stairs into the main area, but don't let the Specter surprise you. You will also come under fire seemingly from nowhere. Also, there are a few Sergeants camouflaged behind a secret door along the elevated walkway on the east side of the courtyard. Don't worry too much about them for now. Run to the east side of the stairs and activate the switch. This switch lowers the wall blocking the exit switch.

Get back upstairs and walk over the elevated walkway to reach the center of the east wall. Hug the wall as you near the mid-distance point in the walkway and look for a place where you can poke your shotgun through the vines. This gives away the secret door. Shoot the Sergeants lurking behind the vines in the narrow S-shape walkway which connects the east and west courtyards.

Enter the corridor and walk toward the latch prominently marked, "Exit." Push the latch open, walk in, and, alas, here's the final switch.

UNCOVERING THE POOLS OF DESPAIR'S SECRETS

Near the mid section of the north hallway, there is one very interesting and deadly construction. This section is a half-circle pathway extending north of the hallway. There are two red doors through which you can

enter this area. It is always best to take the westernmost door. Otherwise, as you circle along the pathway, you will step over trigger **4**, which causes the pathway to lower into the red hot lava. A wall indentation at the center of the half circular pathway holds a plasma rifle. (If you step over trigger **4**, you should enter the small chamber southwest of the weapon's location to activate switch **4** and thus restore the solid walkway.) Also, if you step into the area from the westernmost door, another trigger will cause the roof to move a few feet up, just enough to let you cross the lava and enter a narrow and dark tunnel to the north. Enter this tunnel and blast your way in a southwesterly direction to emerge in the corridor once again.

Another secret in Pools of Despair is found near the west end of the north corridor. Platform **a** is disguised as the corridor's westernmost wall. Push this narrow platform to lower it. Then ride it up and jump over to the even narrower ledge of the south wall. Push door **b** open and enter a small duct where you can grab an additional plasma rifle. Near the south end of the duct, you can push another secret door, **c**, to emerge in the warehouse chamber.

DESIGNER NOTES FOR POOLS OF DESPAIR

I started this level with a covered pool in the middle of an outdoor area with a ledge and steps on either end. From this solid middle class beginning, I duplicated and rotated the courtyard. I then proceeded to connect the courtyards with two great hallways. The rest of the construction happened in stages. Unlike the flexibility and "open endedness" of my previous levels, I decided to set a few conditions before allowing the player final clearance to leave. I wanted this level to combine strategic fighting with a bit of puzzle solving.

R.Carter

THE CAT-SKINNER BOX

This mission is truly sinister. But it's also most interesting and challenging and therein lies its beauty. The Cat-Skinner Box pits you against two colossal adversaries—the arrogant Cyberdemon and the miscreant Spider Mastermind—in the confined space of a sunken chamber that is chock-full of interactive architectural devices. And there simply is no way of avoiding this unfortunate meeting. The chamber is the only way to reach the small exit room with the final switch to end the mission. After you experience the inevitable showdown, you'll begin to wonder who plays cat in The Cat-Skinner Box.

THE CAT-SKINNER BOX: LIST

A wealth of weaponry can be yours in this level: 2 BFG 9000s, 3 plasma rifles, 9 shotguns, 1 chaingun, and 1 rocket launcher. The powerup count is not nearly as high: 1 Invulnerability Artifact, 5 Combat Armors, 2 Soul Spheres 1 backpack, and 2 radiation suits.

GENERAL STRATEGY FOR THE CAT-SKINNER BOX

The Cat-Skinner Box poses some interesting ways to solve a most perilous puzzle. The strategy you decide to implement depends largely on your temperament. Of course, you must also not forget the basics, like your weaponry and health. To reach the exit for this mission, you don't have to activate remote switches or uncover special secrets. In fact you can head straight for the northeast chamber from the word go. But you may also opt to explore the remainder of the structure to gather precious rockets and beef up on health and armor.

STEP-BY-STEP THROUGH THE CAT-SKINNER BOX

The setup: You can only plot a better course of action when you know the situation in the dreaded northeast area. So here is a short description. Directly northeast of your entry point, a cement block hallway branches off from the main corridor and leads to an open area with a

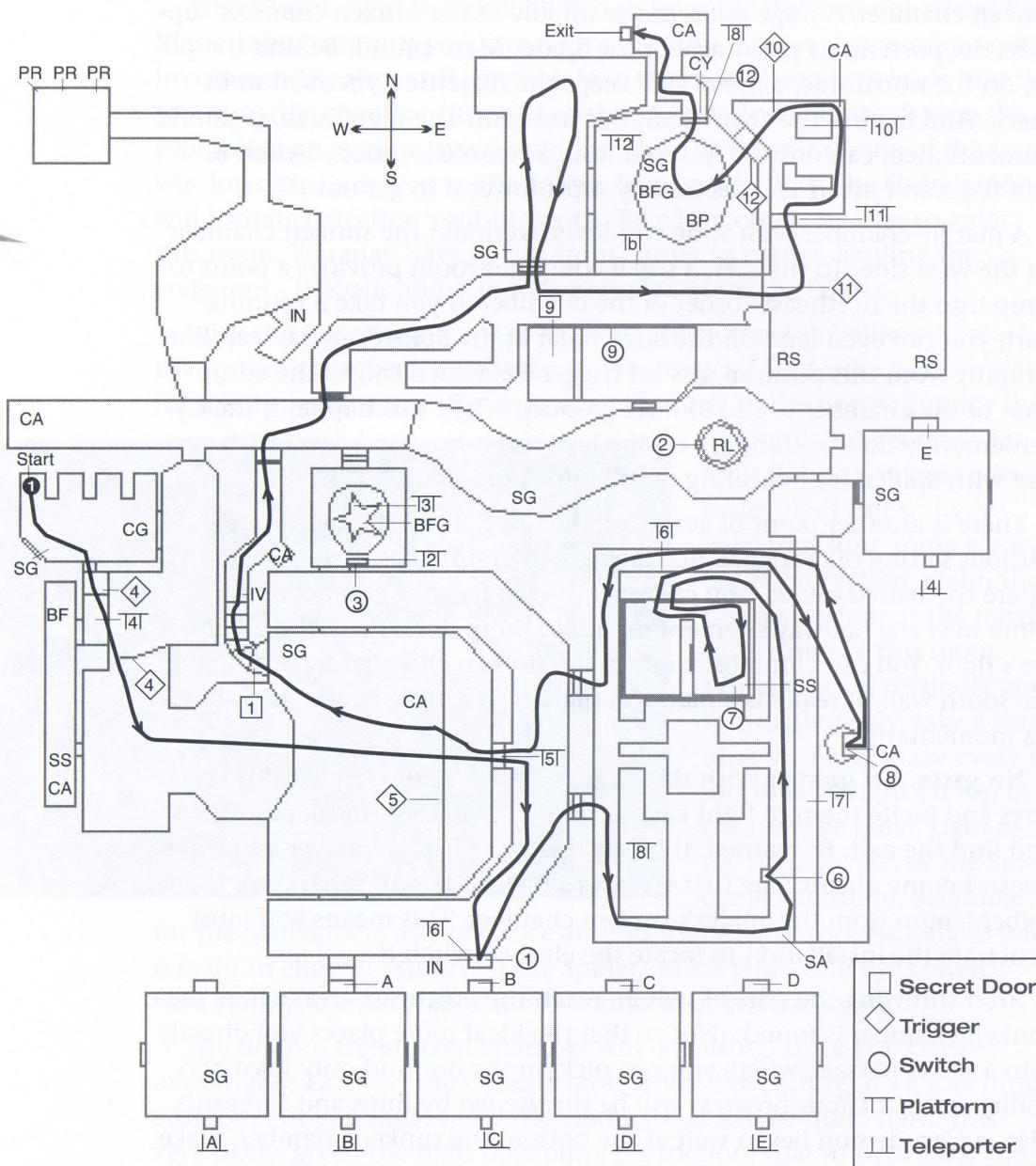


FIGURE 6.5 The Cat-Skinner Box Blueprints

sunken chamber. A huge pillar in the middle of the sunken chamber supports the portentous personage of the Spider Mastermind. Behind the pillar, on the north side, a metal slab keeps the majestic Cyberdemon in check. And behind the Cyberdemon is freedom. The metal slab, it should be mentioned, can only be lowered from a remote location, switch **8**. (But it doesn't mean you necessarily must lower it to get out.)

A marble chamber with wide windows overlooks the sunken chamber on the west side. To the east, a small computer room provides a point to jump into the northeast corner of the chamber. If you take a running start, you can even land on the large pillar at the Spider's metal feet. But jumping from this position sets off trigger **12**, which causes the entire floor of the chamber to rise to level ground. When this happens, the Cyberdemon, who was standing on the bottom, is now on a level with you and with Spider. It's a meeting of the minds of sorts.

There is another point of accessing the floor of the sunken chamber without setting off a trigger. Just take a step up into the eastern chamber where the hallway ends. You can now turn to face the chamber and climb over the hallway's cement railing to jump directly on the chamber's floor. You can climb back out of the sunken chamber by pushing on the south wall. It really is a platform (labeled **b** on the map) which lowers momentarily.

No guts, no gusto: With this strategy, you will dive in with the big boys and incite them to fight each other. You will then sneak past them and find the exit. Be warned, though, this is a gutsy maneuver and tripe doesn't come cheap. The first step is to lower the slab separating the Cyberdemon from the Spider's sunken chamber. This means you must penetrate the installation to locate the elusive switch **8**.

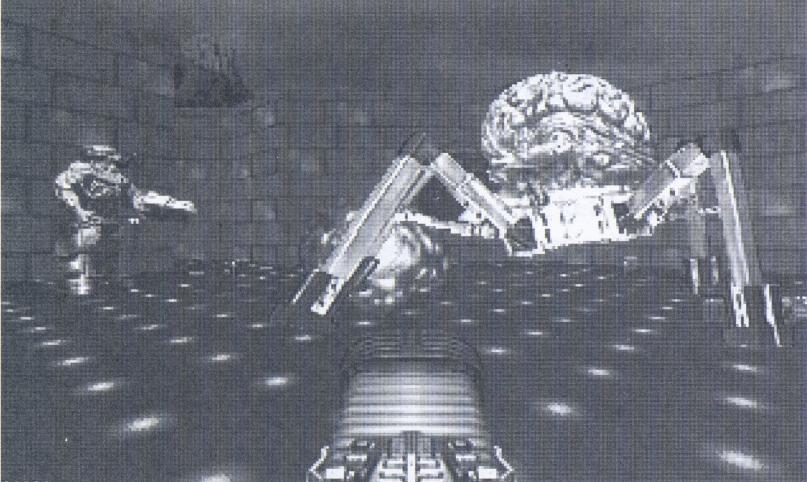
After throwing the critical switch, reach the northeast area, where the sunken chamber is found. (Notice that the ideal route places you directly into a secret passage where you can pick up the one and only Invulnerability Artifact.) Your progress will be threatened by Imps and Sergeants. Also, a Cacodemon lies in wait at the bottom the sunken chamber. Make the most of your invulnerability by destroying any monster in your path. Do not attempt to take the Spider Mastermind on just yet. You want to let the Cyberdemon do the dirty work for you.

After disposing of the initial batch of Imps, do not step out where the Mastermind can turn you into a slice of human Swiss cheese once your invulnerability wears off. Instead, take the metal latch that leads into the green marble chamber just west of the Mastermind's stance. Secure the room, and once again avoid stepping directly in front of one of the large windows exposing you to the Spider. In all probability, the Cacodemon will levitate detecting your presence. Take him out as he tries to enter this room. You may have to run from corner to corner, eluding the Cacodemon's fireballs and a shower of bullets from the Spider.

With the Cacodemon out of the way, run across the hallway to reach the eastern chamber. As you step inside, trigger **11** lowers a narrow platform letting you access the computer chamber to the north. Run for the

platform and get ready for tight fighting against a few malevolent Imps. If you need to restore some measure of protection, claim the Combat Armor at the north-east corner of this room.

When you are mentally and spiritually ready, take a running start and make every effort to land right on top of the massive pillar, right at the metallic feet of the Spider Mastermind. Scramble



for the Soul Sphere as you dance around the Spider's legs. As long as you remain in close proximity to the Spider, and if you avoid eye contact with him, you will be able to move around in relative safety.

The floor of the sunken chamber will be raising, since you crossed over trigger **12**. Now the Cyberdemon enters the picture. It's a touching reunion, but you must split. The elbow room will be quite tight. It is very likely, given the high possibility for friction, that in their fury, the Spider Mastermind and the Cyberdemon will start a lethal exchange. This is exactly what you wanted. All that remains to do now is to lower the floor again so you can go through the exiting door, which is now



blocked by the floor. To lower the floor, activate the lion-faced switch **12**, in the small space north of the once-sunken chamber. The floor will begin to drop to its normal level, making the exit door accessible. If the fight between the titans is still raging, you could hang out and watch. Maybe you like to watch. Or you could go straight for the switch and kiss the monsters good-bye.

UNCOVERING THE CAT-SKINNER BOX'S SECRETS

Switch **2** is inside a hollow pillar near the east end of the large sinewy corridor. This switch lowers a slab that keeps you from reaching switch **3** in the chamber where a star-shaped platform keeps a BFG 9000 out of reach. Switch **1** is found at the southeast corner of the D-shaped central corridor which surrounds one of two toxic areas in The Cat-Skinner Box. To access the switch you must first lower platform **a**, then get on top and ride it up to where you can activate the switch to open a secret passage at the northwest corner of the red pool of toxic slime.

DESIGNER NOTES FOR CAT-SKINNER BOX

One day, a "Mac-head" friend was over and together we built the lava pit section of this level. It sat untouched for some time. Weeks later, in a fit of inspiration and a caffeine-induced high, I sat up piecing the rest of it together. Being a serious Deathmatch fan, I conceived the majority of this level as an interactive expanse where you're not forced to follow a certain path with minor deviations. Still, the solo player is in for a very tricky situation in the sunken chamber.

R. Carter

SOMBER IO PROMENADE

Somber Io Promenade is a long and arduous pilgrimage to freedom, let alone personal and spiritual liberation. To find the most elusive exit, you must endure countless perils throughout your voyage. The vastness of this mission spans into oddly shaped rooms and courtyards. The panoramic view of the northeast courtyard is particularly breath-taking (just pray it's not your last breath). So large is this layered area that Imps appear like ants in the far off distance. This mission also incorporates just about every Doom architectural device, including a set of crushing ceilings, various teleporters, and even moving floors and walls. If you are fond of long walks, Somber Io Promenade is the perfect spot to wear out your hiking shoes. If you like tough fights, you'll be carving many a notch on the butt of your shotgun.

SOMBER IO PROMENADE: LIST

You will uncover every weapon known in Doom and a staggering number of powerups in Somber Io Promenade. The weapons number 1 shotgun, 1 BFG 9000, 1 rocket launcher, 1 chainsaw, 1 plasma rifle, and 1 chaingun. The powerups figure 7 Combat Armors, 7 Security Armors, 4 Invisibility Blurs, 3 Soul Spheres, 2 radiation suits, 2 backpacks, 1 Computer Area Map, and 1 pair of Light Amplification Goggles.

GENERAL STRATEGY FOR SOMBER IO PROMENADE

Solving the puzzle of Somber Io Promenade requires you to rely on a keen sense of exploration and to overcome mountains of enemies. You must also lay out a route where you can load up on weapons, throw one critical switch to remove a thick slab blocking the exiting chamber, and then get the red skull key to penetrate into the exiting chamber.

STEP-BY-STEP THROUGH SOMBER IO PROMENADE

Loading up on weaponry: Early on in this mission, you have a good chance of procuring some powerful weapons and powerups.

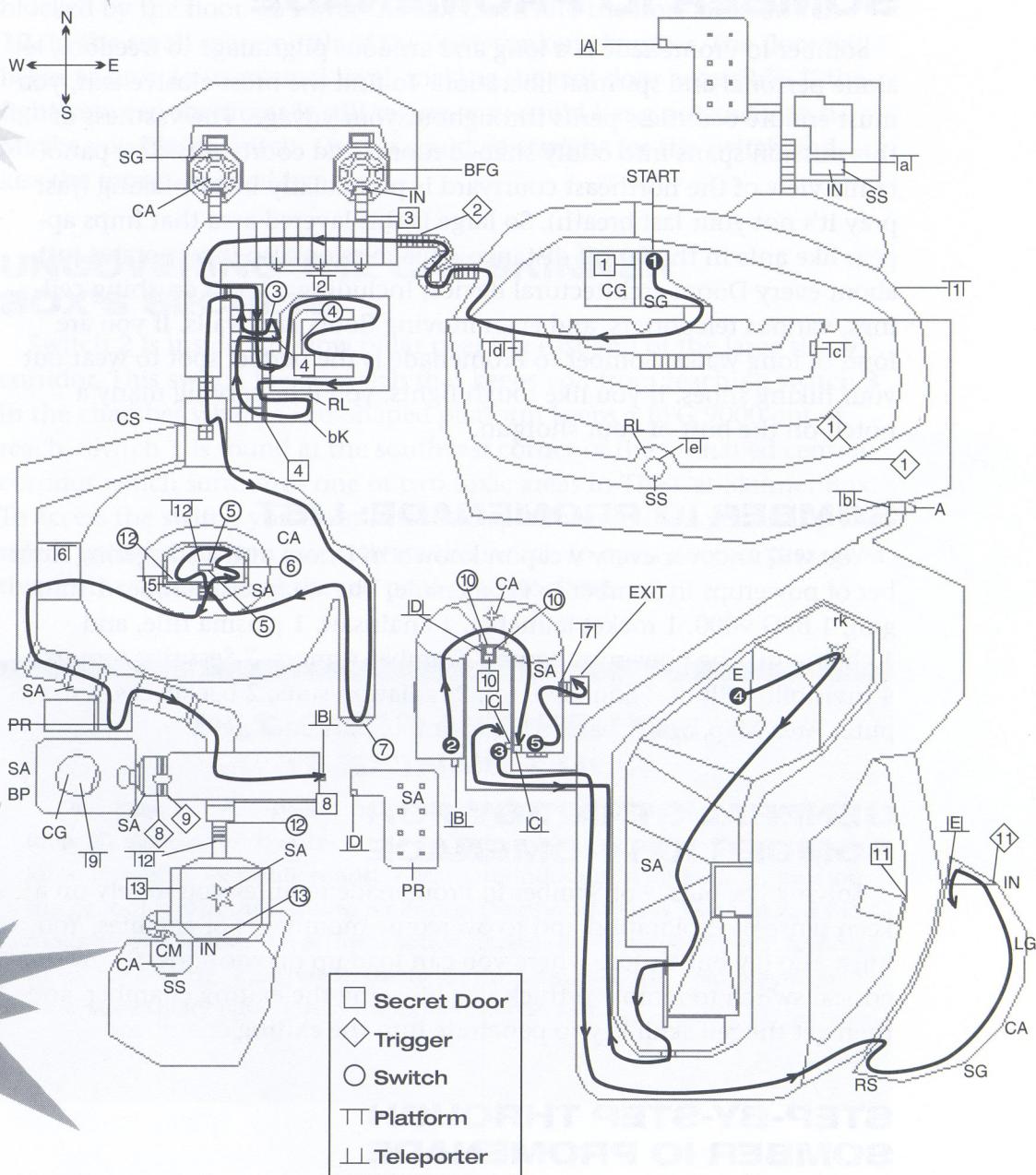


FIGURE 6.6 Somber Io Promenade Blueprint

Knowing you must travel deep into Somber Io Promenade, it only makes sense to arm and protect yourself as much as possible. The northwest chambers of Somber Io Promenade hold a great deal of weapons and powerups. That should be your first destination. Grab the shotgun in the entry room and peek out the doorway of the entry chamber. You will be looking down into a wide angle panoramic of a vast courtyard with ant-like Imps crawling in the distance. Move westward and take the bulk cell on the way down the layered platforms. Jump inside the gully and turn north into a tunnel opening. Fend off the awaiting Imps with a flurry of bullets. Find the small doorway on the west side, just a short distance inside the tunnel, and climb up the curving steps.

At the end of the steps, you will see a wide corridor containing three crushing ceilings and also a small band of Imps. Take out as many Imps as you can before jumping into the hallway below. By this point, the crushing ceilings should start their pumping action. Negotiate the hallway by running under each crushing ceiling when its upward motion allows you to pass through. Turn south after clearing the last crushing ceiling and push open the first latch on the east wall. You are now entering a room where mechanical floor sections elevate and descend like pistons. Climb the lowered floor sections to find a small metal latch leading to the eastern room with the walls that seem fashioned from organic tissue. Circle the U-shaped partition and shoot your way through the Imps to find the small switch **4** in the east side. The switch opens two doors back in the mechanical floor room.

Get back to the mechanical floor room, climb over the second set of mechanical floor structures to the south, and let the floor lower you along the east side to a secret chamber. Use the Specter as a pin cushion for your slugs and then claim the chamber's booty, which includes a rocket launcher and the blue skull key. Back in the mechanical room, find the new open area to the east side of the first set of pumping platforms. Enter the small wall indentation and throw switch **3** in the north side. This switch lowers a wall which blocks access to a circular chamber holding a BFG 9000. The circular chamber is just north of one of the crushing ceilings in the north side of the hallway.

Race back to the northern side of the hallway and dart under the crushing ceilings to reach the easternmost one. If you activated switch **3** before, you shouldn't have any misgivings about darting to the north side of the easternmost crushing ceiling. You will find that you can walk right up to a platform that lowers and then deposits you in a circular chamber above. This chamber houses the BFG 9000. Grab the BFG and get back down to the hallway. You got what you wanted. Now its time to activate another critical switch.

The action in the oval of ooze: Your next objective is to activate switch **7**. This switch lowers platform **7**, which bars you from the exit chamber. Reaching the switch, however, requires you to take your life in your hands and risk it all. Switch **7** is found at the south end of an arm-like extension of the highly toxic oval-shaped ooze pool. Upon reaching the ooze pool from its north side, pick up your plasma rifle and run southeastward as fast as you can. Pour plasma over the slimy bodies of your opponents as you dodge incoming fireballs. Take the radiation suit at the first opportunity and blast your way to the south end of the arm-like extension. Throw the critical switch **7**, then grab the Soul Sphere, the Combat Armor, the backpack, and the Invisibility Artifact as you head toward the south side of the building-island in the middle of the ooze pool.

Open its doors, kill the Imp posing as a butler, and go inside. Throw switch **12** along the south wall. This switch causes a pillar to raise up in the middle of the floor. The pillar has switches on three of its faces. Ignore all but the switch on the east side, switch **6**. Activate this switch to open a door along the west side of the ooze pool. Exit the small building and cross the ooze pool toward the opening in the west side. Then turn south and move along a series of steps where Imps await, hopeful of pulling off an ambush. Thwart the Imps' ambition and claim a rocket launcher as you reach a rectangular room with stairs on the west side and a single teleporter on the east end. You're about to go explore the central horse-shoe chamber and the perilous courtyard at the southeast end. Before you can penetrate the exiting chamber, you must gain possession of the vital red key.

Your last journey to freedom (or maybe just your last journey): After reaching the rectangular room near the southwest corner of

Somber Io Promenade, head directly for the small teleporter on the east side, teleporter **B**. You will emerge in the southwest corner of the horseshoe-shape room near the center of this structure. You must get around to the opposite end of the small building to reach teleporter **C**. This means you will have to cross over two small ooze areas and battle a few Imps. The north side of the horseshoe building is in plain view of a central enclosure. More Sergeants and Imps will be happy to oblige you with a downpour of shells and fireballs from their strategic position. Also at the north end, there is a combat armor placed upon a star-shaped platform surrounded by toxic barrels. Blow away the barrels from a safe distance before claiming the Combat Armor.

Once you reach the southwest side, enter the small teleporter **C**. You will materialize in the middle portion of the horseshoe structure. This middle portion overlooks the north side of the horseshoe room. It also connects you to an enormous split-level courtyard in the southeast end, where the essential red skull key is found. The key is in the lower level of the courtyard.

As you emerge from the teleporter, head south and then east into the lung-shaped courtyard. The instant you poke your nose out, you will come under fire from Imps and Sergeants. Fend off their attacks and run south. You want to reach another ooze pool on the east side of the courtyard. In the ooze pool you will find a number of useful artifacts among which are a radiation suit, a Soul Sphere, a Combat Armor, Light Goggles, and an Invisibility Blur. Follow the path veering northeast and jump directly into the ooze. Take the radiation suit at the southwest end of the ooze pool and then grab everything else. Off in the distant north end of the ooze pool, you might be able to catch a fleeting glimpse of a Baron of Hell disappearing into teleporter **E**. You must also take that teleporter for it is the only way to get out from the ooze and down into the courtyard's lower level. Unfortunately, you will be close on the heels of the Baron of Hell.

When you reach the small dry area at the north end of the ooze pool, step back into the ooze to activate teleporter **E**. You will appear in the middle of a fierce battle in the lower courtyard. Hopefully the brittle tempers and swelling egos of the unholy creatures will cause them to engage

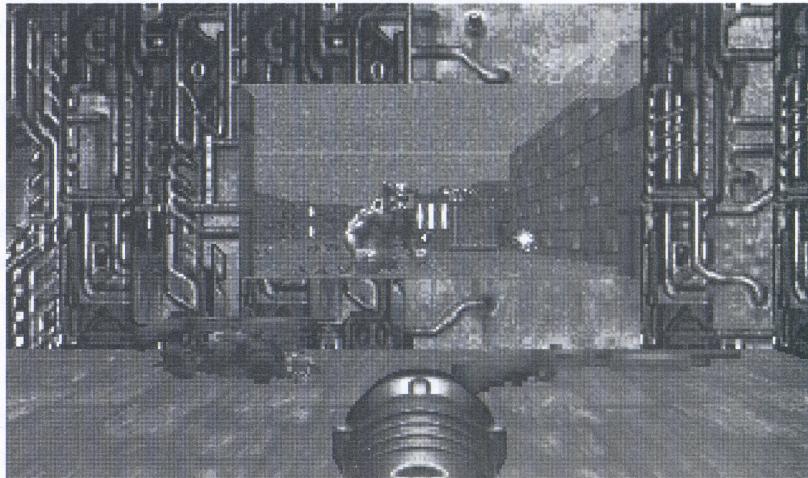
in a violent brawl. If this is the case, you will be able to run relatively unimpeded toward the star-shaped platform holding the red skull key near the northeast end. Push on any wall of the star platform to lower it. Then grab the red skull key and high-tail it out of here. But avoiding a fight altogether might be impossible.

There is a good strategy for exterminating the enemy and reaching safety at the same time.

Head toward the south end of the lower courtyard.

Open the latch to an L-shaped room where you can look out at the courtyard and shower the advancing Baron with a rocket downpour. When calmness returns, find the lift along the south wall of the chamber and ride it up to the upper courtyard. Take the inner teleporter **C** to the horseshoe

building and walk over to the exiting chamber. Ride the lift and throw the door open. Fire into the darkness of the small chamber inside, for it crawls with Imps. Then enter and locate the exit switch. Adios hombre.



UNCOVERING SOMBER 10 PROMENADE'S SECRETS

The roughly circular column in the middle of the gully in the opening courtyard can be activated by pushing on its north side. Also, two triggers, both labeled **1** on the map, line a section of the gully. When you cross either of these triggers to jump into the gully, the gully extends further into the north side where it turns to ooze. You can then enter a set of north chambers where you face more opposition but can also claim a soul sphere and an Invisibility Blur.

The teleporter at the north end of the corridor in the middle of the horseshoe-shaped building becomes accessible when you press the outside switch **10**. Ride this teleporter to emerge on a self-contained structure southwest of the horseshoe. You will have to fight another contingent of monsters to be able to grab a Security Armor and a plasma rifle.

DESIGNER NOTES FOR SOMBER IO PROMENADE

This mission was previously available as b21.wad. Its large expansive areas are perfect to chase down Deathmatch opponents. I populated this structure with a balance of long corridors, courtyards, and ooze pits to represent all the major architectural features of Doom. Of course, I couldn't leave out the crushing ceilings and pumping floors. The enormous territory covered by this level is truly fatiguing for all but the hardiest doom players. It will make you want to take up jogging.

R. Carter

JOVIAN KILLJOY

Jovian Killjoy extends east and west over a colorful and treacherous collection of chambers, courtyards, and corridors. Considerably smaller than Somber Io Promenade, Jovian Killjoy forces you to wage many a battle in tight spaces. In this mission, as in few others, you must rely heavily on cat-like reflexes and, above all, let your lust for blood lead you on. Jovian Killjoy incorporates the largest crusher yet in a Doom mission. That sight alone is worth the price of admission. Although that price can include the net value of your earthly life.

JOVIAN KILLJOY: LIST

Jovian Killjoy contains the following weapons: 2 shotguns, 1 chaingun, and 1 rocket launcher. The powerups include: 2 Soul

Spheres, 1 Invulnerability Artifact, 2 Combat Armors, 1 backpack, 1 plasma rifle, and 2 Invulnerability Artifacts.

GENERAL STRATEGY FOR JOVIAN KILLJOY

Although the red and yellow skull keys can be had in Jovian Killjoy, neither is necessary to complete your mission. In fact, the only critical device in Jovian Killjoy is trigger 5. This trigger lowers a thick brick wall hiding the exit switch in a chamber directly south of the structure's center. To reach this trigger, however, you must survive onslaught after onslaught. This level also contains monster holding tanks. When they

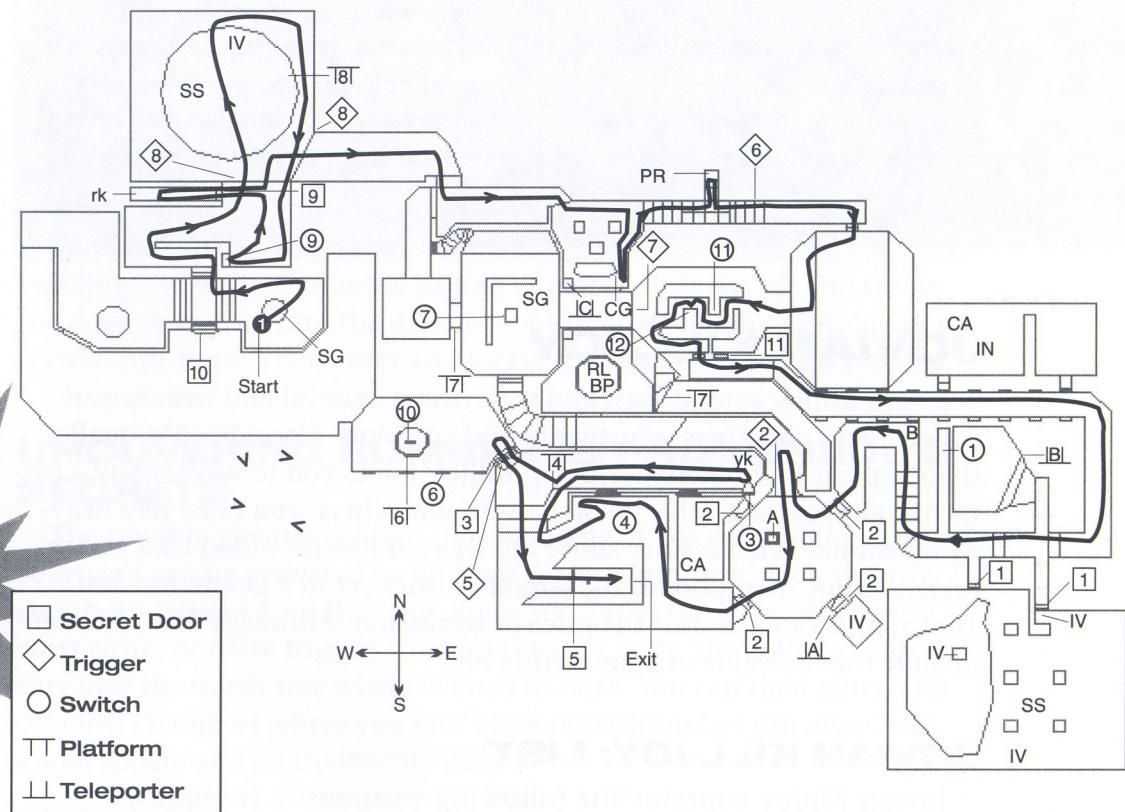


FIGURE 6.7 Jovian Killjoy Blueprints

become excited the monsters can teleport and swarm different areas of the installation.

STEP-BY-STEP THROUGH JOVIAN KILLJOY

The ultimate crush: As you plot a course toward the southeast end of Jovian Killjoy, you must inevitably go past the northernmost square chamber containing the giant crusher. The crusher can easily squeeze the life force from you, but it can also help you squash down the enemy. From your initial location, run over the toxic circular platform and grab the shotgun. Kill the Sergeant approaching from the west and then run down the stairs and push open the north latch with the UAC emblem. Be ready to unload on a couple of Sergeants as soon as you open the latch. Then run inside the dark hallway and head west.

At the end of the hallway, turn east again and approach the wide opening into the crusher chamber. Shoot the Imp and Sergeant who guard switch **9** along the south end. Then poke your head into the northern chamber to attract the attention of the monstrous congregation. Cross over trigger **8** to activate the giant crusher. Stand back and watch as a colossal pillar descends from the ceiling to squash the advancing Imps and Sergeants. Pick off the survivors before moving into the eastern corridor. As you step into the corridor, notice how the crusher stops in its tracks. Time the moment you step into the corridor to stop the crusher when it

is high enough so you can run underneath it and take the Soul Sphere.

Taking the eastern wing:

Having left a few flattened Imps behind you in the crusher room, turn your attention eastward. Assassinate the Sergeants perched on the small lift at the end of the eastern corridor. Lower the platform and climb aboard to proceed farther east. You are now in an



intermediate chamber overlooking a room with a few raised pillars on the east side. Approach the opening and shoot at the Former Humans perched on the pillars. You will attract a few Lost Souls who will try to enter your chamber. Point your shotgun or your chaingun straight between the eyes of the Lost Souls and make them pop.

When you've thinned the population down a bit, jump into the sunken room below you and take the chaingun at the southeast corner. Then find the stairs at the northeast corner and climb up to face a few more Sergeants. Turn the chaingun on them and then climb over the pumping floor sections. Hug the north wall as you move along the platforms. Near the middle section, there is a point where you can drop into a narrow extension and run north to grab a plasma rifle.

Upon reaching the east end of the hallway, you will come upon a metal latch that opens into a medium size covered ooze pool. The pool is crammed-full of Imps and Sergeants. Push the latch open and pick off your targets from the safety of the doorway, where you can dodge incoming fireballs. Run inside and travel a short distance over the ooze as you turn westward toward a wide opening. You will have to deal with a few more adversaries in this concrete chamber. Enter through the narrow opening of the zigzag partitions in the middle of the chamber and activate switch **11**. This switch opens a timed door along the south wall. Run quickly toward the door before it closes and enter what seems like a dark and eerie corridor, which indeed, it is.

Continue eastward down the corridor, which, except for the dimly lit demonic pictures lining its walls, is completely dark. Let a few plasma charges fly in front of you to clear your path as you advance. Follow the corridor as it turns south and then westward. Watch out for the potential ambush near the light sources as you turn west. The corridor will eventually land you in an open octagonal area with four pillars in its center. Head through the north opening into a long walled walkway with an acid pit to your left. You have just activated trigger **2**, causing three doors to open back in the octagonal room. Notice also the yellow skull key sitting on a small dry area near the southwest corner of the ooze pit. Eventually, you will have to reach that area, not because you need the yellow key, but to throw the switch behind the key, switch **3**.

Trace your steps to the octagonal room, and enter through the southwest door. Overheat your plasma rifle as you reap through this chamber. Find switch **4** near the northwest corner of this area and push the switch. This switch raises a narrow ledge that you can cross to reach the yellow key and switch **3**. After activating switch **4**, step out of the room through a wide opening at the northwest corner. Then follow the catwalk ledge you raised to reach the yellow key. Take the key, but most importantly, activate switch **3**. This switch opens a door at the northwest corner of the ooze pit. Run toward that door and step inside a few steps. All you need to do now is activate trigger **5** to lower the thick brick wall covering the exit switch.

Run back to the chamber south of the ooze pit, but have your BFG 9000 handy. This will be as good a time as any to annihilate the mob unleashed from behind door **5**. Step over the inert bodies of your opponents and punch the last and final switch.

UNCOVERING JOVIAN KILLJOY'S SECRETS

Switch **6** is disguised as a picture panel in the small courtyard southeast of your entry point. This switch peels the outer surface of the circular pillar dominating this small courtyard. You can then stand over the thin pillar envelope and ride it up to reach the pillar's top. On top of the pillar, you will find two switches, one on each side of a rusted metal plate. Switch **10**, on the plate's north side, opens a latch in the courtyard directly south of your entry point. The switch on the south side lowers the pillar's envelope so you can jump down once again.

Switch **7** is in a square chamber with an L-shaped computer panel. This switch lowers a timed lift on the west side of the room, allowing you access to a narrow corridor. Enter this corridor, push open the first metal latch, and climb up a narrow set of stairs to reach a high platform overlooking the computer room with the L-shape panel. You can claim a number of shotguns from Sergeants in this area.

Switch **1** is found at the north end of a narrow corridor near the southwest corner of the dark corridor (toward the east end of Jovian Killjoy). This switch opens two secret doors leading to a southern green marble

courtyard. Inside the courtyard you will find a large contingency of Former Humans. You will also be able to lay claim to an Invulnerability Artifact (by pushing on the south face of the pillar it sits on) and a Soul Sphere.

When you have possession of the yellow key, you can also visit a secret area north of the dark corridor. This area is well lit and is completely covered with computer panels. You will be able to take a Combat Armor and an Invisibility Blur.

In the octagonal open area, if you enter through the door at the southeast corner, you can grab an Invulnerability Artifact. Also, a trigger will cause the door to close behind you. If you advance toward the door, you will walk into an invisible teleporter A. This teleporter puts you inside the northwest column in the octagonal area. A switch inside this area will let you jump below to ground level.

DESIGNER NOTES FOR JOVIAN KILLJOY

I wanted to create a confining level with plenty of opportunities for fighting in close quarters. I also envisioned a giant ominous crusher, but I wanted it to look distinctive. The result was Jovian Killjoy. This mission gives the adventurer and secret monger plenty of hidden items and devices to uncover. Also, the player who is more interested in finding the exit, has a relatively straightforward shot at the exit, provided he can plot an intelligent course.

R. Carter

JOVIAN DÉJÀ VU AGAIN

So you chose to stare at the red giant's eye and it stared right back. Jovian Déjà Vu Again marks a most fitting ending to The Lost Episodes of Doom. You can't help but ask yourself what new horror could possibly await you in Jovian Déjà Vu Again that you have not confronted before.

After all, you've witnessed much mayhem and mutilation. You've endured inhuman pain, and inflicted serious losses among the alien ranks. But there is just one more mission to accomplish, Jovian Déjà Vu Again. You've come this far, and you're still smoking. As it was in the beginning, so it shall be in the end. For some unexplainable reason, these words bubble to the tip of your tongue. Once you penetrate Jovian Déjà Vu Again, you might feel that you've just had a premonition.

JOVIAN DÉJÀ VU AGAIN: LIST

There are only a couple of weapons in this mission, but what weapons—the BFG 9000, and the plasma rifle! The powerups list is considerably longer: 2 Invulnerability Artifact, 1 Computer Level Map, 2 Soul Spheres, 2 backpacks, and 1 pair of Light Amplification Goggles.

GENERAL STRATEGY FOR JOVIAN DÉJÀ VU AGAIN

If you reach this mission with a hefty load of weaponry, you can take everything, with the exception of the BFG 9000, and ditch it out the window. After entering the disturbingly familiar surroundings of this mission, you will find that only the BFG 9000 or the plasma rifle can help you overcome the Spider Mastermind in some rather confining quarters. Locate the Invulnerability Artifacts before confronting the Spider face-to-disemboweled brain. If you don't have a BFG 9000 or a plasma rifle to begin this level, your every move should be planned with the objective of securing the one and only BFG 9000, or at worst, the plasma rifle. There is no way in Jupiter to avoid a final confrontation with the Spider Mastermind as there are no exits in Jovian Déjà Vu Again. Exterminate the Spider to end the nightmare.

STEP-BY-STEP THROUGH JOVIAN DÉJÀ VU AGAIN

If you start with a BFG or a plasma rifle, you can end this level rather quickly. Simply take the Invulnerability Artifact behind door **C**, activate switch **10**, and jump into the pit at the north side of the main hallway.

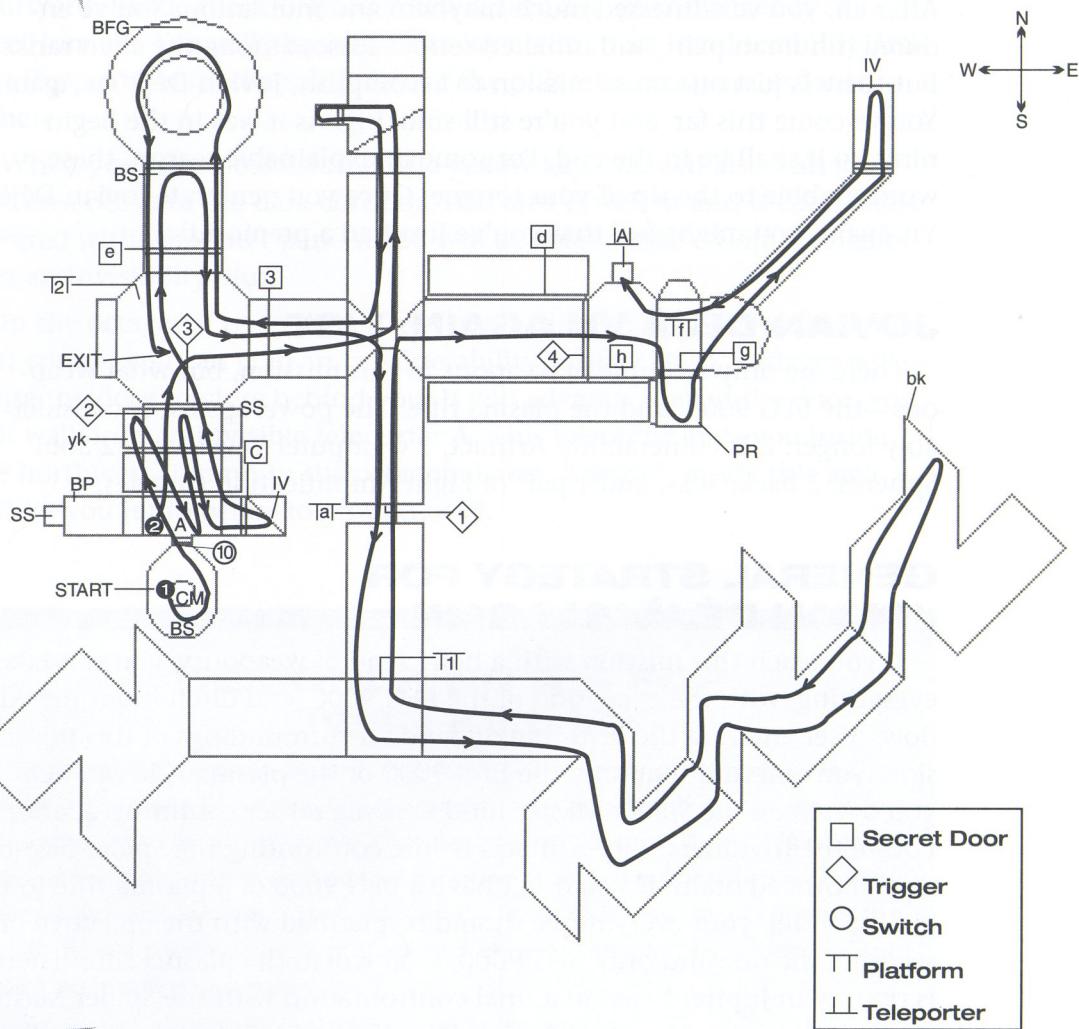


FIGURE 6.8 *Jovian Déjà Vu Again* Blueprints

Face the Spider without blinking and pour out the plasma. When the Spider blows, your mission in Jupiter is over. You can go home and get back to your life.

But in the unfortunate event you enter *Jovian Déjà Vu Again* without the benefit of plasma-powered weapons, you have one tough job ahead

of you. You must set out to uncover the BFG so you can turn it on the giant brain on mechanical legs. But to get your paws on the BFG you must possess the yellow skull key. And the yellow key is accessible only when you have the red key. Your chances will also increase significantly if you secure access to a second Invulnerability Artifact at the northeast end of Jovian Déjà Vu Again.

Getting past the Mastermind to retrieve the blue skull key:

You start out in a small circular pit facing a switch on the north wall. Back up a step to claim a Computer Level Map. Turn on the map so you can see the blueprint for Jovian Déjà Vu Again. What you see might surprise you. It looks like ... but wait, could it be? It is. This is a virtual replica of UAC Spaceport. Welcome back. Get over your shock and stop pondering the inexplicable. You have a job to do.

Push the first switch. The pit will raise to floor level. A sickly dizziness may invade you as the flesh and bone walls writhing with life spin around you. Literally. Never mind the walls and push the next eye-like switch. You will now enter the main body of Jovian Déjà Vu Again.

You are confined to a dimly lit hallway. Explore the north side of the hallway and grab the red skull key. Also, stock up on all the plasma your heart desires as the floor of this hallway is littered with bulk cells. Go back to the south end of the hallway and push switch **10**. The wall at the north end of the hallway will lower to reveal a deep pit the Spider Mastermind calls its nest. To the east and west sides of the pit you will spot a few excitable Sergeants and Former Humans. Shield yourself behind one of the light panels and then peek out to catch your former comrades in the opposite side.

With the early meager opposition out of the way, you must now prepare to cross paths with the Spider Mastermind before eventually unearthing the life-saving BFG 9000. With utmost care, bring yourself to the edge of the pit. You want to avoid falling in at all costs, but you do want to activate trigger **2** to raise the pit's floor. Why?, you might ask. Good question. It might help you to know that it takes painfully long seconds for the pit's floor to reach floor level. You want to take advantage of this time to grab the Invulnerability Artifact behind secret door **C** at the southeast corner of the hallway. Of course, you could grab the

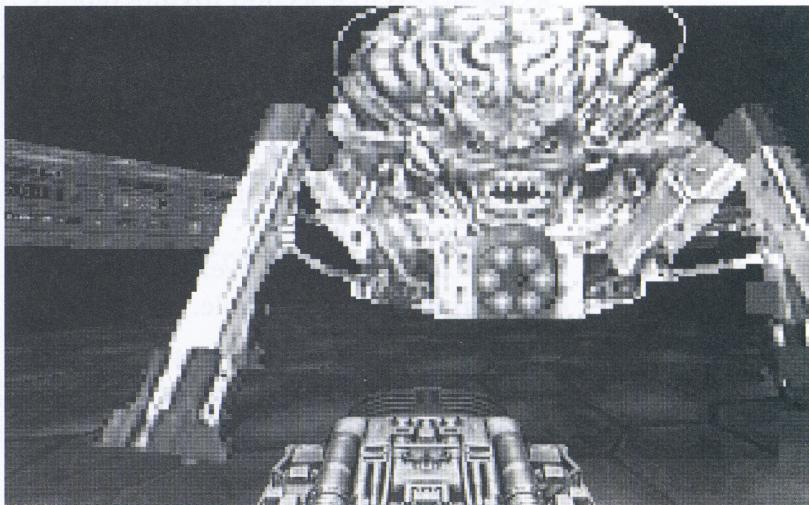
Invulnerability Artifact and simply jump into the pit. But you would be wasting precious seconds of invulnerability, and without a heavy weapon, you haven't got a prayer.

Once you're invulnerable, race past the Spider to the computer panel on the north side and push against it. Let the computer massacre these opponents for you and head east toward the narrow open courtyard with the ooze gullies. Turn south in the courtyard and run for the light goggles near the end of the south walkway. You will drop into an underground computer area. Make the most of your invulnerable condition and reach the blue skull key near the northeast end.

Get back to the narrow courtyard and race toward the north end. You will drop into a small underground chamber occupied by a few Imps and Sergeants. Murder them all. Then open the blue latch on the west wall to claim the yellow key inside.

The final flash to freedom: You now have all three skull keys. Your next job is to seek out another Invulnerability Artifact in the remote northeast corner. This artifact will enable you to retrieve the BFG unharmed and undaunted. Head east to reach the sunken room and unleash your ire on the Imps and Sergeants in attendance. Push against platform **f** to lower it. Then walk over it and reach the upper floor. Turn to the south metallic wall, labeled **g** on the map, and push it open to uncover a plasma rifle, which you'll have to wrestle from two really pissed off Imps.

Now move along the northeast corridor. Open the blue door and squeeze the trigger of your newly found plasma rifle to sizzle the monsters inside the small chamber. Pick up the Invulnerability Artifact and make trails



toward teleporter **A** in the lower level. Emerge at south end of the initial hallway. Once again, dash past the Spider to the north computer panel, push it open and then open the large yellow latch. Enter the circular chamber and walk around the central pillar. Reach for the BFG 9000. Now, at last, you can go out and kiss the Spider goodnight.

UNCOVERING JOVIAN DÉJÀ VU AGAIN'S SECRETS

Trigger **4**, just west of the only teleporter in this mission, lowers platform **4** back in the wide hallway with the computer panels. The door remains open only for a few seconds. If you dash for it, you can cross the trigger and run into the teleporter. As soon as you emerge, turn west and

DESIGNER NOTES FOR JOVIAN DÉJÀ VU AGAIN

Well, Jovian Déjà Vu Again probably won't fool anyone. (Tee-hee.) Clearly, it's a hacked version of E1M1, the UAC Spaceport on Callisto. I think it works, though. It's disorienting and a bit frightening ("say, haven't I been here before"), and the addition of a new room and some new textures is enough to make the player feel as though Hell has had an impact on the ol' place. ("Say, I don't remember seeing these *eyeballs* before!")

Jovian DéjàVu Again was the brainchild of our developmental editor, Gary Masters. You would have thrilled to hear the frenzied phone discussion between me and Gary, as we haphazardly threw out ideas at one another in our attempt to "brainstorm." We wanted The Lost Episodes of Doom to have a dramatic conclusion, something sinister and eerie, something which would serve as the grand finale for the whole production. And so, Gary threw out the idea: "What if we were to re-visit the Callisto Spaceport? Let's say you start off in this Hell room ...," and the rest is history. I was so excited by Gary's idea; I literally *leapt* up out of my seat. (Gary, we'll make a level designer out of you yet!)

— *continued*

Jovian Déjà Vu Again is set up in such a way as to reward the player wily enough to bring into the level some heavy weaponry. If, at the level's opening, the player's packing a BFG 9000, then the rest is easy. Should the player enter with insufficient weaponry, or should the player be stripped of his weapons and armor, then it's still possible to complete the level—but only after the player navigates it completely. Success in this mission depends not on an exit switch (which has been removed), but on the death of the Spider Mastermind.

To keep things interesting, many objects have been moved around, while others have been inserted new. I made certain every object in Jovian Déjà Vu Again was craftily placed, so that success in the mission would depend on the player's gathering all the pieces of the would-be puzzle. I think the level gives the player a sense of *déjà vu* while retaining the freshness and excitement of an entirely new mission. Gary, I think we done good.

R. Carter

drop into a sunken chamber where an anxious Sergeant awaits. Dust the dude and take the room's loot, a Soul Sphere and a backpack. Activate the only switch in this room to lower the platform so you can get out.

In the aftermath of your whirlwind tour, words seem somewhat void of much meaning. The things you've seen, the places you've been, the horror, the unspeakable. Somehow you survived The Lost Episodes of Doom. You've descended into the stinking bowels of Hell and have come out not smelling like ... well, definitely not roses, but at least your soul is intact. The gateway to Hell is sealed forever ... you hope. What awaits you back in Earth? You can only guess. All you know is that things can never be the same again.

PART THREE

THE LOST EPISODES OF DOOM AFTER HOURS

THE LOST
EPISODES OF
DOOM IN
MULTIPLAYER
MODE

S E V E N

Back in Chapter 2, you learned about some basic MultiPlayer strategies. This chapter focuses, instead, on the basic operation and control of the MultiPlayer mode. It covers not only the operative rules (in both Cooperative and Deathmatch modes) but also the new controls and options. Additionally, it explains how to play over a network or through a modem.

MULTIPLAYER MODE BRIEFING

Before venturing into the MultiPlayer realm, you should at least be familiar with the basics regarding MultiPlayer mode for The Lost Episodes of Doom.

- Playing The Lost Episodes of Doom requires *each* player to have a licensed copy of Doom 1.2 or higher.
- During MultiPlayer mode, each player wears a different color uniform. Your color is reflected in the background behind the marine's mug. Available colors are: brown, indigo, green, and red.
- If a player dies during Deathmatch, the play continues for all surviving players. The dead player will spawn (re-emerge) in a random location after pressing the Spacebar. Any monsters that have been killed and any ammo that has been used up will not reappear when a dead player spawns.
- It is possible to broadcast general messages and to direct them to a specific player. A nifty macro option lets you send pre-recorded messages too.

FRIEND OR FOE: DEATHMATCH VS. COOPERATIVE PLAY

Within MultiPlayer mode, you can choose either Cooperative or Deathmatch play. This section points out the operative differences between these two modes with regard to your initial location, weapons and keys, the status bar, the automap, Spy mode, and game tallies.

INITIAL ENTRY LOCATION

In Cooperative play: You and your buddies enter a level in the same area. In Deathmatch, everyone enters in one of several possible random locations.

WEAPONS AND KEYS

In both modes, the weapons are inexhaustible. You can pick up any weapon, but a clone remains in its location for others to grab. But with keys, it's a different story. In Cooperative play, after grabbing a key, its clone replaces it, just like with the weapons. In Deathmatch, however, every player enters the game holding any and all keys for the level. This means that everyone will have access to the entire installation.

THE STATUS BAR

The only difference in the Status Bar is that in Deathmatch, the ARMS section is replaced by "FRAG." A FRAG is equivalent to a kill. During Deathmatch mode, you will see a running count of your FRAG numbers.

THE AUTOMAP

During Cooperative play, the automap will display the location of each player. Each marine will show up on the map as a colored arrow corresponding to the color of the player's uniform. In Deathmatch play, you will not be able to see other players.

GAME TALLIES

At the conclusion of a level, the tally will vary depending on the play mode. In Cooperative play the tally shows each player's achievements, just as during single play mode. In Deathmatch play the tally summarizes each player's death count. This will tell you who killed who and how many times.

BASIC GAME OPERATIONS

Now it's time to introduce the new controls and options available during MultiPlayer mode. The new controls consist of the Chat and Spy modes. The new options have to do with operations such as pausing, saving, or loading a game.

NEW CONTROLS

While engaged in MultiPlayer mode, you have access to additional game controls that come in handy.

The Chat Mode

The Chat mode lets you broadcast general messages or address them to a specific player.

Broadcasting a Message To broadcast a message for everyone to read, press **t**, then type the message.

Addressing Someone To direct a message to a specific player, press the first letter of the player's uniform color (**b** for brown; **i** for indigo; **g** for green; and **r** for red). Then type your message.

Using Macro Phrases When sending a message, you can type whatever you like or you can use one of 10 built-in "macro" phrases. View or change the phrases in the Setup menu. To send any of the macro phrases, press the letter for the desired player, and then press Alt and the number that identifies the macro.

The Spy Mode

During Cooperative play, you can access another player's view by pressing F12 (press F12 consecutively to cycle through the views of all players). To return to your own view, press any other alphanumeric key. While switching to someone else's view, your Status Bar will continue to reflect your own conditions. Also, if your screen reddens, it is because *you* are being damaged—not the other player. Your Status Bar always shows your own conditions regardless of whose view you have switched to.

During Deathmatch, you cannot switch to anyone else's view.

NEW OPTIONS

In MultiPlayer mode, basic operations like pausing, saving, and loading games operate differently than in single player action.

Pausing

If anyone presses Pause, the game stops for everyone. But any person can resume the game by pressing Pause too.

Saving a Game

Anyone can save the current game without stopping the action for the others. When you or anyone saves a game, the game is saved for all players since all have access to the same save slots. (It might be a good idea to decide what slot to use with the others beforehand.)

Loading a Game

It is not possible to load a saved game while others are playing. Every person must first quit the game. Then everyone should start The Lost Episodes of Doom from the saved game using the Setup menu or command line parameters.

MULTIPLAYER PLATFORMS

The Lost Episodes of Doom can be played in MultiPlayer mode over a network or through a serial modem. Ideally, the network should follow Novell Netware's protocol, IPX. This type of network is very common in office environments. If your network is of a different type (Lantastic, Windows for Workgroups, or other) you might have to load special drivers. Hank Leukart's "The Official Doom FAQ" does an excellent job of prescribing what to do for engaging MultiPlayer mode in these situations. Leukart's sheet is available in various online platforms (CompuServe, the Internet, and Usenet). See Chapter 10 for exact addresses.

LAUNCHING MULTIPLAYER MODE

There are two ways to launch Doom in MultiPlayer mode, whether you are linked with others via a network or linked serially through a modem or a null modem. The first way—for starting a Lost Episodes of Doom game from scratch— involves *command line parameters*. The second way—for starting previously saved games—is through the Setup menu.

STARTING A MULTIPLAYER GAME FROM SCRATCH

You may use one of two special programs to start a new game of The Lost Episodes of Doom. The first program, SERSETUP, works for serially linked players. The other, IPXSETUP, is for use by players on an IPX network. After issuing the appropriate command (**SERSETUP** or **IPX-SETUP**), you can include the command line parameters listed in the next section to start a new game in MultiPlayer mode. The following line, for example, would call a person through a modem on COM2 and set up Deathmatch in The Lost Episodes of Doom with no monsters:

```
SERSETUP -dial phone number -com2 -deathmatch -file
JPTR_V40.WAD -nomonsters
```

COMMAND LINE PARAMETERS FOR MULTIPLAYER MODE

The following list shows the valid command line parameters you can use with either SERSETUP or IPXSETUP:

-dial <i>number</i>	Dials the telephone number you specify. The player at the other end must use the -answer parameter.
-answer	Sets the modem to answer mode.
-com <i>number</i>	Specifies the COM port your modem/serial cable is on (a number from 1 to 5)

The only line parameter that applies exclusively to IPX networks is the following:

-nodes <i>number</i>	Specifies the number of players in the network (up to 4).
-----------------------------	---

If you don't specify any parameters other than the command, The Lost Episodes of Doom will start on the assumption that there are only two players. Additional command-line parameters available for all types of play are listed in Chapter 9.

STARTING A SAVED GAME FROM THE SETUP MENU

To launch a previously saved Lost Episodes of Doom game in Multi-Player mode, just follow the steps below.

- 1 Type SETUP at the Doom directory and press ↴. After a few seconds, the Setup menu is displayed (see Figure 7.1).
- 2 Select Run Network/Modem/Serial savegame. You will be prompted to select a network device.

3 Choose the type appropriate to your situation. The next prompt will vary depending on the device you selected. Make a selection for each option. Then press F10 to start the game.

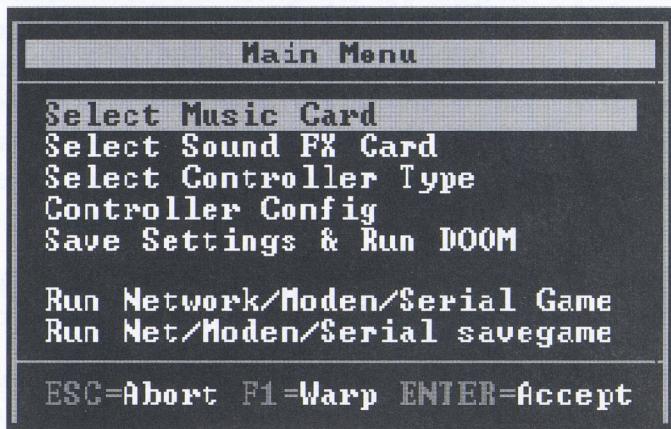


FIGURE 7.1 The Setup menu

INSTALLATION

AND TROUBLE-

SHOOTING

E I G H T

This chapter explains how to install The Lost Episodes of Doom onto your system. It also shows you how to install the Doom Editor Utility (DEU) and the Binary Source Partitioner (BSP). All three are included on the companion diskette. The two utilities enable you to create your own Doom missions.

Finally, this chapter also contains a troubleshooting section to help you solve problems you might encounter with Doom.

NOTE

To complete a successful installation of the Lost Episodes of Doom, you must have a registered version of Doom 1.2 (or higher) already installed in your system. Refer to Doom's instruction manual for complete Doom installation instructions

INSTALLING THE LOST EPISODES OF DOOM

Follow these simple instructions to install The Lost Episodes of Doom:

- 1 Insert the Lost Episodes of Doom diskette into the appropriate disk drive, a or b.
- 2 At the DOS prompt for the drive, type **SETUPJUP** and press ↵. Next, you will see an informational screen. Read it carefully.
- 3 Again at the DOS prompt, type **SETUPJUP C DOOM** and press ↵. (Note that you do not need to insert any back slashes if Doom is installed at the root directory.)

You will see a few informational messages as the installation takes place. When completed, the DOS prompt returns to the screen. After installation, you can run The Lost Episodes of Doom by accessing the DOOM directory, typing **JUPITER** and pressing ↵.

INSTALLING DEU AND BSP

Follow these simple instructions to install the Doom Editor Utility and Binary Source Partitioner:

- 1 Insert the Lost Episodes of Doom diskette into the appropriate drive, a or b.
- 2 At the DOS prompt for the drive, type **SETUPDEU** and press ↴. Next, you will see an informational screen. Read it carefully.
- 3 At the DOS prompt, type **SETUPDEU C DOOM** and press ↴. (Note that you do not need to insert any back slashes if Doom is installed at the root directory.)

You will see a few informational messages as the installation takes place. When completed, the DOS prompt returns to the screen. After installation, read the TUTOR.DOC file to learn how to use the Doom Editor Utility tool. To run DEU or BSP, all you have to do is type either **DEU** or **BSP** and press ↴ at the DOOM directory.

DOOM TROUBLESHOOTING TIPS

In this section you will find quick tips for solving most problems you might experience while running Doom, many of which are easily solved.

Most problems you might experience can occur in some of the following areas:

- General Operation (crashes, memory related)
- Sound
- Control
- MultiPlayer (network and modem)

Read the question/answer sections ahead for useful advice in all these areas.

GENERAL OPERATION

Q: Why do I keep getting the "Out of Memory" message?

A: Doom must have at least 4 MB of RAM. If you have any less than that, you will continue to see the "Out of Memory" message. However, if you have at least 4 MB of RAM but still get the same message, the problem might lie with the your autoexec.bat file. It is not unusual to have several TSR (*temporary stay resident*) lines in that file. Each one may be taking up memory that Doom requires.

If you have DOS 6.0, you can solve this problem in one of two ways: (1) press and hold the Shift key while your machine is booting; (2) run MEMMAKER to free additional memory during booting.

If you are using DOS 5.0, consider renaming your autoexec.bat file to auto.bat.

A final way to solve the problem is to run Doom without using HIMEM, EMM386, or any other memory managers.

Q: Why does my system crash when I start Doom?

A: System crashes on a consistent basis might mean that your mother-board does not respond to the DOS extenders used by Doom. Rather than replacing your mother board, you can simply use the adequate DOS extender. If you have access to the Internet, you can download a file called altdoom1.zip (See Chapter 10 for a listing of Internet sites). If you do not have access to the Internet, you can get the file from the official id Software BBS, Software Creations. Here are the numbers:

(508) 365-2359	2400 baud
(508) 368-7036	9600-14.4k v.32bis
(508) 368-4137	14.4-16.8k HST/DS

Q: How can I get Doom to work with SMARTDRV.EXE?

A: This problem might be circumvented by adding the following line to your CONFIG.SYS file:

```
DEVICE=C:\DOS\SMARTDRV.EXE DOUBLE_BUFFER
```

Q: How can I keep my system from crashing when I use a Gravis Ultra-Sound card?

A: To circumvent the problem (which reportedly occurs with Doom 1.2 on certain machines), upgrade the GUS on-board RAM to 1024k. You might also consider using an IRQ of 7 or a smaller number.

Q: How can I run Doom under OS/2?

A: To run Doom under OS/2, use the appropriate settings as outlined below:

DOS_BACKGROUND_EXECUTION	OFF
DOS_BREAK	OFF
DOS_FCBS	16
DOS_FCBS_KEEP	9
DOS_FILES	20
DOS_HIGH	OFF
DOS_RMSIZE	640
DOS_UMB	OFF
DPMI_DOS_API	AUTO
DPMI_MEMORY_LIMIT	8
DPMI_NETWORK_BUFF_SIZE	8
EMS_FRAME_LOCATION	AUTO
EMS_HIGH_OS_REGION	0
EMS_LOW_OS_REGION	384
EMS_MEMORY_LIMIT	2048
HW_NOSOUND	OFF
HW_ROM_TO_RAM	ON
HW_TIMER	ON
IDLE_SECONDS	0
IDLE_SENSITIVITY	100

INT_DURING_IO	ON
VIDEO_TRETRACE_EMULATION	OFF
VIDEO_ROM_EMULATION	ON
VIDEO_SWITCH_NOTIFICATION	OFF
XMS_HANDLES	32
XMS_MEMORY_LIMIT	2048
XMS_MINIMUM_HMA	0

SOUND PROBLEMS

Q: Why don't I get any sound?

A: The most obvious cause for this problem is that Doom is not configured for your sound card. Run the SETUP program to check that Doom is using the correct setting. Be sure to save your settings before leaving the SETUP program.

Q: I have a Sound Blaster-compatible sound card, but I still don't get any sound. What can I do?

A: Your compatible card probably needs to be run in the Sound Blaster emulation mode. This might be accomplished through a software command or a card switch setting. Refer to your card's documentation.

Q: I have a Gravis UltraSound card. Can it work with Doom?

A: Yes. But to run properly, you must perform the following four steps:

1 Set the ULTRASND environment variable, as in

```
SET ULTRASND=220,1,1,7,5
```

2 Install the "General MIDI patch" that came with your Gravis card.

3 Place the following line in your AUTOEXEC.BAT file:

```
SET ULTRADIR=C:\ULTRASND
```

4 Copy the ULTRAMID.INI file into your Doom directory and rename it DMXGUS.INI.

Q: How can I get my ATI Stereo-F/X to work with Doom?

A: Turn off DMA buffering in the sound card's SFX.EXE configuration program.

CONTROL

Q: Why does my mouse move by itself during play?

A: You might be using an older mouse driver. If you are using a Microsoft mouse, use drivers 9.x instead of 8.x.

Q: I have a two-button mouse. How can I get it to work with Doom?

A: Doom assumes that you are using a three-button mouse. The default assignments for the buttons are: primary button, fire; middle button, sidestep; and right button, forward. With a two button mouse, you must edit the file DEFAULT.CFG in the DOOMDATA directory using an ASCII text editor. Look for the line `mouseb_fire -1` and assign it a value of 1 (as in `mouseb_fire 1`). The values for the other mouse control lines are `mouseb_fire 0`, and `mouseb_strafe 2`. With this setup you can fire with the primary button, and sidestep with the right button.

MULTIPLAYER MODE PROBLEMS

Q: Why doesn't my modem work with Doom?

A: You might be using a nonstandard IRQ for your COM port. There is a shareware utility that changes default IRQs so they are suitable for Doom. In addition, Doom may require that you use a special initialization string with your modem. Here are a few strings you might use for some common types of modems.

Boca M1440i (internal)	AST48=0\$37=9\$46=136%C0%E0%M)&K0& Q0&R1&C1&D2\G0\N1N0
Boca 14.4 Fax/Modem	AT S46=0 S37=9 NO &Q0 &D2 &K4
Digicom Systems Scout Plus	ATZ*E0*N3*M0*S0*F0&D2
Gateway	AT S46=0 S37=9 NO & Q0 &D2 &K0
Telepath 14.4k	%CO
Generic 14.4k Fax/Modem	AT S46=0 S37=9 NO &Q0 &D2 %CO \G0 &K0
Hayes 28.8k	AT &Q6 &K S37=9 N %CO \NO
V.FAST Modem	
Intel 14.4k	AT \NO %CO \Q0 B8
Practical Peripherals	AT Z S46=0 &Q0 &D2
14400FX v.32bis	
Supra	AT &F0 S46=136 %CO
Telepath 14.4k	AT &F&M0&K0&N6&H0 S0=1
USR Sportster 14.4k Fax/ Modem	AT S0=1 S7=60 E1 Q0 V1 &C1 &D2 &K0 &N6 &A3
Zoom 14.4k	AT&Q6\$37=9\$0%C\NO
VFX	

For a more inclusive list, consult "The Official Doom FAQ." This resource can be obtained from the Gamers forum in CompuServe or from various sites in the Internet. See Chapter 10 for specific Internet locations.

CHEATERS

ALWAYS FINISH

FIRST

NINE

There's a loophole to every law, a backdoor to every main entrance, and a crack to every safe. Who was it that said, "All is fair in love and war"? Don't search too hard for an answer. It's probably just the collective unconscious speaking to us all. Thankfully id Software built cheat codes into Doom. Cheat codes can save the day, if not your sanity, when your level of frustration has reached its peak. In addition to the cheat codes, there are various command line parameters, some friendly and some sinister, that you can employ.

CHEAT CODES

To activate any of the cheat functions listed below, simply type in the code at any time during the game. Some cheat functions can be disabled by typing the same cheat code again.

IDDQD

Puts you in the blissful "God" mode and renders you invulnerable to enemy attacks. Turn it off by typing IDDQD again.

IDCHOPPERS

Adds the chainsaw to your weaponry.

IDMYPoS

Gives you your position coordinates in hexadecimal (for the hex enthusiast).

IDBEHOLD

Gives you options for turning on invisibility (I), invulnerability (V), the computer map (A), radiation suit (R), or the light amplification goggles (L). You can also give yourself the Berserk Pack(S) with this code. Simply follow the IDBEHOLD command with the letter in parentheses for the desired powerup.

IDKFA

Gives you all of the weapons in Doom and also all of the keys. (Leave "K" out of the code to get all the weapons, but none of the keys.)

IDCLEV

Lets you warp to any level in The Lost Episodes of Doom. Type IDCLEV and then enter the number of the episode you want (1, 2, or 3), followed by the number for the desired level. For example typing IDCLEV23 starts game play in the second episode, third level.

IDSPISPOPD

Use this code to turn on the "No Clipping" mode, where you are able to walk through walls. Type this code a second time to disable.

COMMAND LINE PARAMETERS

When you start The Lost Episodes of Doom from the command line, there are a number of useful line parameters you can include to tailor the game to your specifications. To use additional line parameters, you must start the Lost Episodes of Doom using the **-file** command. This command overrides the original DOOM.WAD file. From the Doom directory,

simply follow the **Doom -file jptr_v40.wad** command with any number of the following parameters. (You can also use any of these command line parameters with the IPXSETUP or the SERSETUP programs for Multi-Player Mode, as discussed in Chapter 7.)

- skill number** Sets the skill level from 1 (*I'm Too Young to Die*) to 5 (*Nightmare*).
- episode number** Lets you start playing in the episode of your choosing (1, 2, or 3).
- fast** Makes the monsters attack as fast as they do in the *Nightmare* level of difficulty.
- respawn** Makes the monsters come back to life after eight seconds (as in *Nightmare*).
- nomonsters** Starts Doom without any monsters (suitable for Deathmatch).
- loadgame number** Loads a saved game identified by its slot number.
- config filename** Lets you load a configuration file other than DEFAULT.CFG, which is included with Doom.
- file filename** Adds the file of your specification to the list of WAD files that are normally loaded when you run Doom. This parameter is used to override the graphics or maps residing in the DOOM.WAD file.

"DEVELOPER" MODE

Another set of parameters become available when you enter the "developer" mode, invoked with the command **-devparm**. (You can also insert additional commands at the same time.) When you engage the developer mode, you can attach commands to record or play games and take screen shots of the unfolding action. To use any of the following parameters, be sure that **-devparm** precedes them on the command line.

-warp *xy*

Warps to episode *x*, level *y*.

-record *name*

Records your current game and saves it under the name you assign it. (Use **-warp** to start at the level you wish to record.) The demo recording ends when you die, quit, or exit the game.

-playdemo *name*

Plays the demo you specify.

While in the developer mode, you will see some flickering dots at the bottom of the screen. These dots tell you how many frames per second (fps) the game is running at. One dot is 35fps, two is 25fps, three is 17fps, and four is 14fps.

Any time you are playing The Lost Episodes of Doom and the developer mode is engaged, you can take a screen shot of the ongoing action by pressing F1. Screen shots are saved in the Doom directory as PCX files. Each screen shot you take is automatically named DOOM*xxx*.PCX, where *xxx* will be an ascending number beginning with 000. Screen shots can be displayed and manipulated with any paint program that supports the PCX format such as the Paintbrush accessory of Microsoft Windows.

THE DOOM

EDITOR

UTILITY (DEU)

AND OTHER

ADD-ONS

TEN

This chapter briefly discusses two shareware level-design tools: DEU and BSP. Chris Klie takes a breather from designing Doom levels—a particularly incurable affliction in his case, we might add—to share some of his proven tricks of the trade. (DEU and BSP are included with the diskette in this book.) In addition, this chapter also gives you a cursory listing of a few of the dozens of Doom add-ons that you can explore on-line.

DEU AND BSP: CHRIS KLIE'S TIPS, TRICKS, AND HINTS

I think DEU's on-line help is rather comprehensive, so I won't attempt to reinvent the warp engine. But as anyone who has ever tried something new can testify, nothing beats hands-on experience. What I can do is share a shortcut or two that have proved helpful to me, and hopefully, that can also help you out. Incidentally, this discussion is intended primarily for those who already have some experience at level-design.

BUILDING NODES AND THE HOM EFFECT

Without the BSP (Binary Source Partitioner) utility, DEU will not do you much good. As of this writing, the most recent version of DEU (v5.21) has what can best be described as a crude nodes-building function. If you use DEU to build your map's nodes, you'll likely wind up with the dreaded "hall of mirrors" (also known as HOM). This effect causes walls and textures to appear transparent. Avoiding this peril is easy, however.

When saving your map in DEU, you'll be asked whether you want DEU to rebuild the nodes. Answer in the negative. Once your WAD file is

saved, use BSP to create the nodes. If BSP is installed in your current directory, type **BSP filename.WAD** and press ↵.

BSP will rebuild the nodes in your map and save your work to a temporary file called TMP.WAD. You can then rename that file anything your heart desires (but I think that name has already been taken). You can also name your WAD file as the nodes are built by typing **BSP filename.WAD newfile.WAD** at the command line. To test your new level, load it in Doom using the **-file** command. Provided your level contains no other errors, you will find that the dreaded HOM effect is gone.

TEXTURE ALIGNMENT: THE MARK OF A KILLER PATCH WAD FILE

It's important to properly align your textures when building your patch WAD file. For curved or oddly angled walls, this can be accomplished quite easily by employing DEU's auto-align feature, which you can access by typing Alt I. The auto-align menu will allow you to automatically align wall textures which have been selected in a contiguous order—clockwise from the first to the last. Keep in mind, the auto-align feature will work on normal textures only, not upper or lower textures. This means you can also use auto-align to determine where you plan to install windows or doors to insert vertices appropriately—in preparation for their installation.

With a little practice, you'll get the hang of using the auto-align feature. It'll save you countless hours of pondering, "Okay, now I should move this wall tile, how many pixels?" The auto-align feature will align textures along both the x-axis (left and right) and the y-axis (up and down). Get the hang of using this feature early in your PWAD-building career. If you do, your work will look considerably more professional.

ALIGNING FLOOR AND CEILING TEXTURES

Though you have complete control over where to place wall textures, such isn't the case with floor and ceiling surfaces. Floor and ceiling textures repeat themselves in a fixed pattern above and below the surfaces. This becomes critical when you want certain floor textures, GATE1 for

instance, to align in a specific way. Your design should be constructed to accommodate ceiling and floor textures.

Keep in mind that every floor or ceiling texture fits neatly into a 64x64 pixel square. When in DEU, press G until the number in the right-hand corner of the info bar reads 64. This means you'll be working on a 64x64 pixel grid, and any 64x64 square sector snapped neatly to the grid will mean a perfectly aligned floor or ceiling texture.

Have fun, and don't blame your tools. Sure, DEU is freeware, but don't let that fool you. It's a powerful, sophisticated tool. (It *has* to be. I mean, hey ... We're not building *Wolfenstein* levels here.) In fact, I'd go so far as to say DEU is, in many ways, more sophisticated than some tools employed by a few commercial game developers. Should DEU warn you of a problem in your map, then you most likely have a problem in your map. And the error is most likely your own.

I would recommend running your map through all phases of DEU's error checker utility (which is activated by pressing Alt C), and do this often during construction. Sometimes problems occur because of open (non-closed) sectors or overlapping, non-joined vertices or linedefs. DEU will *never* cause an error in your map unless you're utilizing the split sector feature (Alt+I+5 when in vertices mode), which can meddle unfavorably with some of your linedefs' sector references. This problem is easily remedied by manually restoring each linedef's sector reference to its original value.

Splitting the *what?* Linedef? Sector references ... *what?!!!* ... Hey, I *said* this section was for the user who had already gotten his feet wet. These are simply some tricks and tips which may make your journey toward the perfect PWAD less bumpy. For those who have questions, I'm eager to help. ... Well, I'll *try* to anyway. My CompuServe address is 74767,3615 (Internet: 74767.3615@compuserve.com). Write to me with your questions, and I'll try to answer as many as I can. Of course, if I get buried in a ton of E-mail then I may simply have to rip out my modem and run screaming down the street.

DOOM ADD-ONS

This section gives you a quick overview of some popular Doom add-ons that you can readily find in various on-line services. If you have a Compu-Serve or America On Line accounts, you can find a wealth of resources in the services' gamers forums. The following add-ons are also found in several Internet sites.

DEHACKED v1.3

This utility lets you modify the DOOM.EXE file and thus create new weapons, new monsters, special-effects, and other interesting stuff.

Creator: Greg Lewis (gregory.lewis@umich.edu).

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: wad_edit/doomhack/dhaked13.zip.

Deframed v1.0

This utility is used to extract the frame table from the registered version of the DOOM.EXE. It also allows you to write or edit patch files in text or binary format, and then write them back to DOOM.EXE.

Creator: Chris Gillespie (gilles2@hubcap.clemson.edu)

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: wad_edit/doomhack/dfram10.zip

DMAUD v1.1

DMAUD stores sounds into or extract sounds from DOOM.WAD files distributed with DOOM versions 1.0, 1.1, and 1.2. In addition, DMAUD plays the sound if a SoundBlaster compatible sound card is available. DMAUD v1.1 also has the ability to create PWAD sound files. Input files can be any format (.AU, .VOC, .WAV, .SND, etc.) and any sample rate; they will be converted as necessary.

Creator: Bill Neisius (bill@solaria.hac.com)

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: wad_edit/misc/dmaud11.zip

DMFE

DMFE provides a simple front-end to Bill Neisius' utility, DMAUD, which allows you to alter the sound files used in DOOM.

Creator: Douglas Reedy (welch@zaphod.mps.ohio-state.edu).

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: misc/dmfe001.zip

DOOMCAD v4.3

This is Doom map editor for Windows. Allows creations of levels from scratch, three dimensional previewing, drag-and-drop editing, and fairly good handling of nodes.

Creator: Matt Tagliaferri (matt.tagliaferri@pcohio.com)

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: wad_edit/editors/dmcad43.zip

DOOMDump v0.9

This utility dumps all structures contained in a WAD file to a text file.

Creator: Steve Simpson (ssimpson@world.std.com)

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: wad_edit/misc/dmdump09.zip.

Doom Editor—The Real Thing v2.60b4

A Doom map editor which allows map changes, bitmap viewing, and sound importing and exporting. Very little knowledge of DOOM WAD structure needed. (Requires Windows v3.1.)

Creator: Name Unknown (pringler@cuug.ab.ca)

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: wad_edit/editors/de_260b4.zip

IDBSP v1.0

This is id Software's node builder ported to DOS.

Creator: Ron Rossbach (ej070@cleveland.freenet.edu)

Location: infant2.sphs.indiana.edu/pub/doom

directory and file: wad_edit/node-build/idbsp10.zip.

Jumble v3.0

Randomizes Doom items (objects, enemies, and powerups) in new locations. Its features let you save configuration files, object weighting, removal of items, retention of items, and netDOOM compatibility. Also reads RanDOOM v1.x .W files. The optional add-on archive includes many different already created .JBL files for immediate play.

Creator: <Empty> Productions (joakim.erdfelt@swsbbs.com)

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: random/jumble30.zip and random/jumble3s.zip.

MDE: My DOOM Editor v0.90b

Allows modification of Doom levels, including object placement, lighting levels, floor and ceiling heights, secret areas, acid damage, blinking lights, crushing ceilings, moving platforms, teleports, and more.

Creator: Patrick Steele (Address Unknown)

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: wad_edit/editors/mde90b1.zip.

REJECT v1.0

A command line-based utility used for building the REJECT resource in a Doom PWAD file. It post-processes any PWAD file created using a level

editor such as DEU. Its main purpose is to speed up slow PWAD files by reducing the number of line-of-sight calculations performed by the Doom engine.

Creator: L. M. Witek (lee@trousers.demon.co.uk)

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: wad_edit/misc/reject10.zip.

VERDA v0.20

Lets you move objects around the map and change them to other things. For instance, you can change line triggers, side image selection, sector image selection, floor heights, ceiling heights, sector actions (raising/lowering, etc.), and properties (acid/blinking lights, etc.).

Creator: Mike Carter, Robert Fenske, and Bob Robinson (verda@swri.edu)

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: wad_edit/old_edit/verda020.zip.

WAD Extended Tools v1.0

Allows viewing and hex editing of WAD resources such as pictures, textures, color maps, and more.

Creator: Name Unknown (vels@aldan.cs.biu.ac.il)

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: wad_edit/misc/ewt.zip.

WAD Hacker v2.0

WAD Hacker is a DOOM WAD file resource viewer. It allows viewing of all graphical resources. Also, BMPs can be generated from any graphic and PWAD files can be produced from any level.

Creator: Roger Hayes (roger_hayes@stortek.com)

Location: infant2.sphs.indiana.edu/pub/doom

Directory and file: wad_edit/misc/wad hak.zip.

A FINAL WORD ABOUT ADD-ONS

In addition to the add-ons mentioned above, there are literally hundreds of others. To find out about dozens more, get Hank Leukart's Official Doom FAQ sheet. Hank's FAQ sheet is available in various on-line locations including the Sybex forum on CompuServe (GO SYBEX). If you have Internet access, you can also get it by sending Hank a message at ap641@cleveland.freenet.edu. Make the subject of your e-mail "DOOM FAQ Request."

Other Internet locations where the official Doom FAQ is posted every two weeks include:

- comp.sys.ibm.pc.games.action
- comp.sys.ibm.pc.games.announce
- comp.sys.ibm.pc.games.misc
- alt.games.doom

New official Doom FAQ releases are uploaded to Software Creations BBS (and other bulletin boards) under the file name dmfaqxx.zip where xx is the version number. Software Creations BBS can be accessed at 508-365-2359 (2400 baud); 508-368-7036 (9600-14.4k v.32bis); and 508-368-4137 (14.4-16.8k HST/DS).

Note to the Reader: Throughout this index **boldfaced** page numbers indicate primary discussions of a topic. *Italicized* page numbers indicate illustrations.

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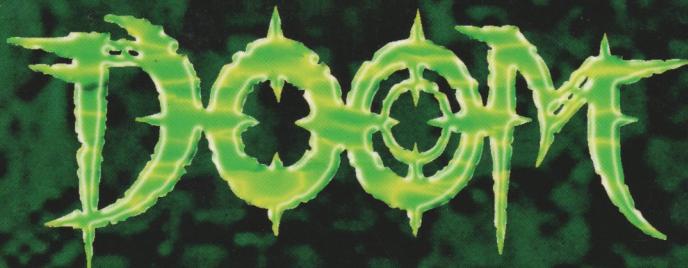
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